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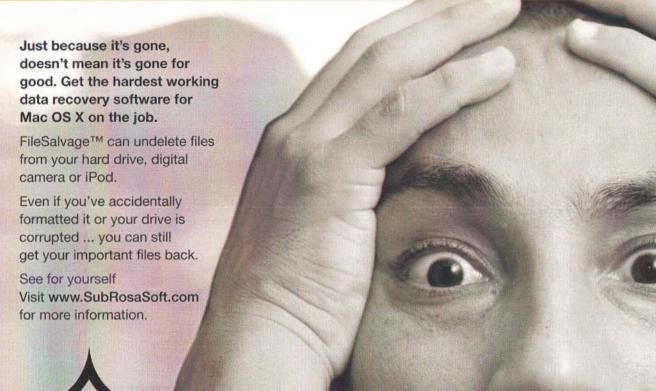
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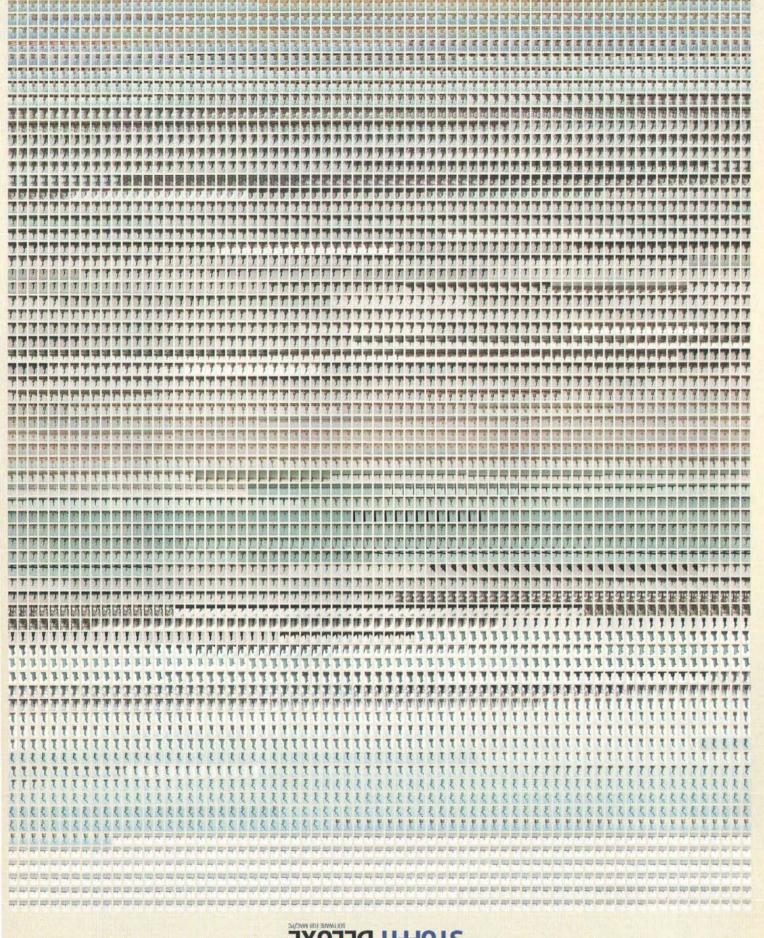




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OS X INVESTIGATION AND TROUBLESHOOTING

THE SECRETS TO OS X SUCCESS

ow did you *know* that?" A question I'm often asked. Usually right after pulling out some arcane bit of OS X knowledge. Now, I hardly know everything – far, far from it. But, I try to stay a little ahead of the curve. What you're reading now is part 1 of a multi-part column on learning the depths of OS X. Of course, the deeper you dig, the more quickly you can troubleshoot the system. At the end, I hope you will have picked up some new tips and tricks. Of course, we need to begin at the beginning.

The Basics

One of the first things I like to install on my own machines is Tripwire (this, by the way, goes for end-user stations and servers). Long known as a security tool, a tripwire will take a snapshot of file system, and then report any changes made to that system. From a security perspective, that's incredibly important:, especially when you see something change in an area that shouldn't ever change! It is also a great way to learn about your Mac. What changes every day? Did the patch to your software install exactly what it claims? (And that's it...I'm not going to launch into the history of the product this time!)

Currently, I run the "Tripwire" tripwire (there are others out there). You can download an OS X binary from http://www.macguru.net/~frodo/Tripwire-osx.html. Go forth, download and install. Once you've installed it, the tricky part is the configuration and setup, and that's what I'll cover here. But, I will breeze through the install.

Please note that the binaries in the download are PPC only. If you're on an Intel Mac, grab the source, and compile it up yourself. Who knows, there may be a prepackaged version somewhere by the time this column runs.

This is a *full* command-line install, so fire up Terminal.app (or iTerm, or...). Uncompress the tarball,

get root (sudo bash, sudo -s, su -...take your pick), and run ./install.sh. Press ENTER to read through the license agreement (space, space, space, space, space), and agree. Note that:

This program will copy Tripwire files to the following directories:

TWBIN: /usr/local/tripwire/bin
TWMAN: /usr/local/tripwire/man
TWPOLICY: /usr/local/tripwire/policy
TWREPORT: /usr/local/tripwire/report
TWDB: /usr/local/tripwire/db
TWSITEKEYDIR: /usr/local/tripwire/key
TWLOCALKEYDIR: /usr/local/tripwire/key

Follow the rest of the instructions, and *definitely* initialize the database when asked, even though it will undoubtedly take a while. Tripwire is a deep, and somewhat complex product. I've been using it longer than I can remember on both servers, where I install it with a little more consciousness to security, and my personal workstations. Tripwire usage alone, could take an article or two. A quick Google search turned up this good tutorial - http://www.weberdev.com/Manuals/rhl-rg-en-80/chtripwire.html - and I recommend you read it, if you want to get into tripwire deeper than I present here. Just remember to adjust paths in your head for the install you just did.

Tripwire operates against a file *policy*. You should notice that all files were installed under /usr/local. In /usr/local/tripwire/policy, you'll find two files, tw.pol and twpol.txt. The first, is a signed binary file – the one tripwire uses to run from. The second, is just a text file. To change the policy, you need to sign a text file into a binary using your passphrase. Use twpol.txt as a guide. For the most part, the default policy is just dated, and you can comment out anything relating to System 9. Make your changes to your policy, change to the /usr/local/tripwire/bin directory and run:

```
# ./twadmin -m P ../policy/twpol.txt
Please enter your site passphrase:
Wrote policy file: /usr/local/tripwire/policy/tw.pol
```

Since this is security software, we can't just allow any change to policy, right? We need to re-initialize the baseline snapshot. So, if you've chosen to do this, run ./tripwire -m i from the /usr/local/tripwire/bin directory and enter your passphrase. *Now* you're using your custom policy. From there, when you run tripwire -m c, a report will be output to your terminal and to /usr/local/tripwire/report, where you can pick up a text-based report.

Tripwire just gives me that extra happy feeling that I know what's going on with my machine. When applications piggyback on another's install (yes Smart Crash Reports, I'm

looking in your direction...), it won't surprise you later on. I would like to share how I automate Tripwire reports, since it may not be entirely obvious. Here's a portion of the shell script that I had perform some nightly maintenance:

```
## Check and report on differences
/usr/local/sbin/tripwire -m c > /var/root/logs/`date
+%Y%m%d`.txt
## Update the database
echo "************************** >> /var/root/logs/`date
+%Y%m%d`.txt
/usr/local/sbin/tripwire -m u -a -r
/usr/local/lib/tripwire/report/`ls
/usr/local/lib/tripwire/report--P "My Passphrase Here" -v >>
/var/root/logs/`date +%Y%m%d`.txt
```

First thing that gets done is a report, which is redirected to a file – the name of which is based on the date. Then, after writing a marker to my log, I update the Tripwire database with a new snapshot, so I'm ready for the next night. (You might notice from this snippet that I don't have things in the exact same place you might. So if you want to steal this, make sure you get the paths right!)

While I still do rely on Tripwire for high-level changes, please make note that it's far from perfect in a Macintosh environment – especially with Tiger. Tripwire is slightly aged at this point, and worked well when it arrived on the scene. However, it will miss changes in HFS+ metadata, like keywords for Spotlight and ACL information. Just understand that Tripwire is no longer an ideal security solution for the Mac (if it ever was).

Find Out

The find command—something I've been meaning to dig into, in a column somewhere. Sounds simple, right? find finds files. However, there's an impressive array of options that let you narrow down the scope of your results. Of course, you can find by name:

```
find . -name "report" -print
```

You have to tell find where to begin looking, that's the first "." – start in the current directory. From there, you have to give find its criteria. In this case, we're looking for a name. Finally, we have to tell it what to do with the items it finds. Here, we just want it printed to our terminal. That's OK, but not for the purposes of this article. You should hit the man page for all of the options that find contains, but we'll look at some practical OS X example usage. Here's one of the more useful ones: find files updated since boot. Since OS X creates the /mach file at every boot, we have a great marker to use as a time stamp. If you want to find all files in the /System hierarchy that have been updated since boot, use this:

```
# find /System -newer /mach -print
```

On my machine, this currently yields this:

```
/System/Library/Caches/com.apple.kernelcaches
/System/Library/CoreServices/RemoteManagement/ARDAgent.app/Contents/Support
/System/Library/CoreServices/RemoteManagement/ARDAgent.app/Contents/Support/networksetup
/System/Library/CoreServices/RemoteManagement/ARDAgent.app/Contents/Support/systemsetup
```

The kernelcaches file comes up because, well, I was fiddling with kernel extensions. The ARD files got modified because I needed to fire up ARD to get back into my machine. (looooong story why I had to configure and fire up ARD through ssh on my own machine...)

If you want to find files that have been modified since a certain time, not necessarily boot, use touch to drop a marker, and use find against that. Something like this:

```
# touch -t 200601011300.00 marker
# 1s -1 marker
-rw-r-r- 1 root wheel 0 Jan 1 13;00 marker
# find / -newer marker -print
```

This will find all files created or modified on my machine since the first of January, 2006, 1pm. Since I suspect that would be a fairly high number, I'll skip the output and leave that as an exercise for the reader.

Of course, with **no** constraints, find will just return everything under a certain hierarchy, which comes in handy for quick before and after snapshots. find /Library -print > ~/liblist.txt will print out all files in /Library, and redirect the output to a file in your home directory named "liblist.txt". Run that before installing software, and again, with a different capture file name, after the software is installed, and compare the two. You'll find any new files that the installer may have dropped into /Library.

That's not an exhaustive look at find, as it's not the sole focus of this article. But, make no mistake – find is incredibly

useful. If you've ever examined the locate.updatedb script that runs weekly, you'll see that it builds its database, using find. The deeper you dig, the more uses you'll find.

What's da BOM?

Speaking of file tracking and installation, did you know that the Apple installer will happily show you the files it will install before it installs them? Really. Next time you need to install software, look for "Show Files" under the File menu (or press Apple-I). That's part of the package's bill of materials. Figure 1 shows the beginning of the bill of materials for Viva Designer.

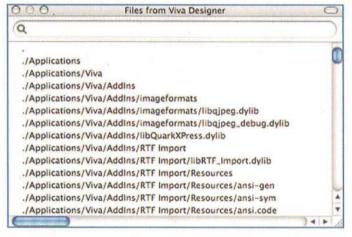


Figure 1: Installer showing a bill of materials

In conjunction with our other techniques above, this is a handy way to see where an installer may want to spray files. Additionally, if you end up running Tripwire, the file changes it reports, should match up with the BOM that an installer presents. If not, someone is lying!

You can also determine the bill of materials from the command-line, if you are installing or inspecting a package remotely. The 1sbom binary will display the contents of a BOM archive. Witness:

If you've never looked at the contents of a package, take a look again at the previous listing. Archive.bom is the packages bill of materials. Archive.pax.gz contains the files themselves! So, if you ever need to grab one file from a package, that's where you can get it from.

Processes

The next-to-last last thing I'm going to delve into this month is the process model of OS X - an important area of understanding for the advanced topics later on. Despite Apple pushing the notion that OS X is Unix, it's not quite, really. It's a mach kernel with Unix-like behavior and APIs. This makes all of that Unix source code compile neatly (mostly), but you're still always operating under the monolithic mach kernel, which does things a little differently than the traditional *BSD, Sys V, and derivative Unix-like works such as Linux and IRIX kernels. All in all, it's a unique mix of a known kernel, a modified BSD Unix that rides on top, and unique parts from Apple that haven't been seen before.

Describing the Mach and microkernel architecture would take a book by itself (one that I would guess exists already), but its foundations are important to understand if we're to troubleshoot deeply. I'm going to run us through the talking points, and the highlights that get us to OS X.

Mach came about after Unix was already in existence. From that perspective, it could see the good points of Unix and use them, and the downsides of Unix and avoid them. Mach was originally developed at Carnegie Mellon University, leapfrogging off of a BSD Unix core. Little by little, Mach replaced parts of the BSD core. To keep compatibility, much of BSD remained in the Mach kernel. Mach v3 moved all BSD code outside of the kernel, resulting in the microkernel featured today. The goal of a microkernel architecture allows the kernel to provide a minimal amount of services, and extensions that run up in userland. Interestingly, this provides a system that allows other operating systems to sit on top. That's one of Mach's primary goals: a simple, extensible kernel. Note, finally,

that traditionally, talking about the kernel, you'd only be referring to microkernel Apple, with Mac OS X, gets a little more liberal with the definition, as they've forged their own path. When Apple refers to the kernel, that primarily encompasses the Mach kernel, BSD, and I/O Kit. This is done for valid performance reasons.

Here's the important part: Mach's execution environment is called a task. Other Unicies (like the

```
cd VivaDesigner-Free-5.1.0-4055.pkg/Contents
total 149696
                                                               Feb 15 11:13 .
drwxr-xr-x
                                                     238
                          marczak
                                     marczak
                                                               Feb 15 11:13
drwxr-xr-x
                          marczak
                                     marczak
                                                     102
                                                               Feb 15 11:13 Archive.bom
                                                   46540
                                     marczak
r-r-r-
                          marczak
                                                              Feb 15 11:13 Archive.pax.gz
Feb 15 11:13 Info.plist
-r-r-r-
                                                76584362
                          marczak
                                     marczak
-r-r-r-
                          marczak
                                     marczak
-r-r-r-
                          marczak
                                     marczak
                                                               Feb 15 11:13 PkgInfo
                                                     408
drwxr-xr-x
                          marczak
                                     marczak
                                                              Feb 17 15:34 Resources
$ 1sbom Archive.bom
                  501/80
         40755
                 40755
./Applications
                          501/80
./Applications/Viva
                          40777
./Applications/Viva/AddIns
                                           0/80
                                  40777
./Applications/Viva/AddIns/RTF
                                           40777
                                 Import
./Applications/Viva/AddIns/RTF
                                 Import/Resources 40777
./Applications/Viva/AddIns/RTF
                                                                     100666
                                                                                                2569670117
                                 Import/Resources/ansi-gen
                                                                              0/80
                                                                                       3231
./Applications/Viva/AddIns/RTF
                                 Import/Resources/ansi-sym
                                                                              0/80
                                                                                                2978768719
                                                                     100666
                                                                                       1498
./Applications/Viva/AddIns/RTF
                                 Import/Resources/ansi.code
                                                                     100666
                                                                              0/80
                                                                                       1449
                                                                                                784701331
./Applications/Viva/AddIns/RTF Import/Resources/mac-gen 100666
                                                                    0/80
                                                                             3137
                                                                                       1114243711
(output clipped for sanity)
```

Intego VirusBarrier X4

The acclaimed antivirus program for the Mac

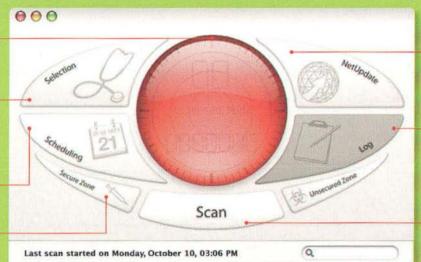
The change in color of the Orb indicates the presence of an infected or damaged file.

Choose the data to be scanned in the dialog box with a simple

Schedule regular or specific scans of your volumes and view them in Apple's iCal.

Decide for yourself the best level of security for your files and folders.

protects against the Oompa-Loompa (OSX/Oomp-A or Leap.A)

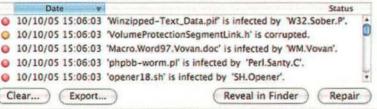


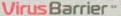
Automatically or manually check the availability of updates or virus definitions.

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Turbo Mode technology analyzes your data up to 40 times faster.









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VirusBarrier X4 alerts you to the presence of viruses and repairs damaged or corrupted



Easily schedule, check and install new virus definitions and updates for all Intego software installed on your Mac.



Main features of VirusBarrier X4

- Detects and eliminates all known viruses
- Repairs infected files
- Turbo Mode technology (up to 40 times faster)
- Simple, effective and non-intrusive
- New dynamic resizable interface
- Scans incoming and outgoing e-mail
- New Intego menu
- VirusBarrier X4 Widget and Intego Widget
- Scheduled scans
- Detailed log
- · Reinforced security zone

- Heuristic and behavioral analysis
- Blocks virus execution
- New multi-function Orb New alert management
- File analysis by the Intego Virus Monitoring Center
- File creation and modification detection
- Temporary antivirus deactivation
- Easy integration with other Intego programs
- Management of compressed files
- Contextual Menu
- Updates via NetUpdate X4















System V, traditionally) break an executing program down into a process. A process allows the kernel to keep track of:

- · Context the current location of program execution
- The program's credentials (rights)
- Memory space that the program has allocated/access to

...but that's not exactly what we're interested in. Mach abstracts things a little differently. A task provides the address space for execution. There is no such thing as a "process" in Mach! A thread is the basic unit of execution. A thread runs inside a task. A task does nothing unless it has a thread running inside it. A task allows communication with the rest of the system via ports (these have nothing to do with IP ports!). Threads communicate over ports via messages.

A task with just one thread running, is similar to a Unix process. The fork system call creates a new process under Unix, and it creates a new task under Mach. So, a task provides virtual memory space, and ports for the threads that

are running inside of it. Tasks and threads can be in only one of two states: running and suspended. Operating on a task affects all threads in the task. Mach allows for kernel tasks and threads, and of course, userland tasks and threads.

There you have it: a ridiculously simplified view of Mach. The important point to take away: A task is either running in the kernel or in userland. Thanks to the BSD roots, and Apple's bundling of BSD in kernel-space, you're still going to see plenty of references to "processes" - don't be confused by that - the BSD in Apple's kernel space still references processes. These are retrofitted into OS X by associating a process to a Mach task.

Listing All Open Files

The last utility I'm going to cover this month wraps up everything we've talked about: 1sof (list open files). First, one must remember that Unix treats just about everything as a file. So this command, if you're not already familiar with it, may do more than you expect. Go on, get a shell and try it. Just type 1sof by itself. You got an absolute ton of output, right? Things that certainly don't look like files, for sure. If you run this command as root, you get everything - everyone else gets a little less. (This is a compile-time option that, thankfully, Apple chose to enable). Specifically, as non-root, you'll only see processes that you have credentials to see. Of course, when troubleshooting, grep comes in extra-handy here (and there are plenty of switches that modify lsof's output). Let's look at a snippet of the files that Word has open, while I type this month's column: (See Listing 1 at bottom of page.)

(That's only a handful of the 195 files that actually were listed!) What is all of that? Let's look at a shorter listing:

A 1 - C 1 1								
\$ 1sof 1	head -7	USER	FD	TYPE	DEVICE	SIZE/OFF	NODE	NAME
kernel ta	0	root	cwd	VDIR	14.2	1360	2	/
launchd	1	root	cwd	VDIR	14.2	1360	2	1
launchd	1	root	txt	VREG	14.2	80112	2471328	/sbin/launchd
launchd	1	root	txt	VREG	14.2	1165460	4986063	/usr/lib/dyld
launchd	1	root	txt	VREG	14.2	4314524	7229742	/usr/lib/libSystem.B.dylib
launchd	1	root	0r	VCHR	3,2	0t0	47460484	/dev/null

The command column lists the name of the process that holds a file open. Well, at least the process' first 9 characters by default. That can be changed with a switch. Next is the PID, or, process ID column. The user column lists the user ID, or the ID number of the user that owns the respective process. The remainder of the columns may require a little deeper explanation.

FD is the file descriptor number of the file or one of the following:

- · cwd current working directory
- · jld jail directory
- Itx shared library text (code and data)
- · Mxx hex memory-mapped type number xx
- · mem memory-mapped file
- · mmap memory-mapped device

\$ 1sof Microsoft		marczak	27u	VREG	14.2	0	7553550	/Users/marczak/Library/Caches/TemporaryItems/dftmpLDHHDDAMmkkkkkkk-
Microsoft	695	marczak	28u	VREG	14.2	27648	7555738	/private/var/tmp/folders.501/TemporaryItems/Word Work File D_126691561
Microsoft	695	marczak	2911	VREG	14.2	367972	7553957	/private/var/tmp/folders.501/TemporaryItems/Word Work File S_2
Microsoft	695	marczak	30u	VREG	14.2	0	7553981	/Users/marczak/Library/Caches/TemporaryItems/dftmpLDHHDDAMpkkkkkkk
Microsoft	695	marczak	31u	VREG	14.2	0	7556216	/Users/marczak/Library/Caches/TemporaryItems/dftmpLDHHDDAMzkkkkkk
Microsoft	695	marczak	32u	VREG	14.2	0	7555740	/Users/marczak/Library/Caches/TemporaryItems/dftmpLDHHDDAMukkkkkkk
Microsoft	695	marczak	33u	VREG	14,2	0	7556478	/Users/marczak/Library/Caches/TemporaryItems/dftmpLDHHDDAM11kkkkk-
Microsoft	695	marczak	34u	VREG	14,2	34304	7600057	/private/var/tmp/folders.501/TemporaryItems/Word Work File D_1932939382
Microsoft	695	marczak	35u	VREG	14.2	0	7600059	/Users/marczak/Library/Caches/TemporaryItems/dftmpLDHHDDAMrokkkkk-
Microsoft	695	marczak	36u	VREG	14.2	31232	7556006	/Users/marczak/Documents/Microsoft User Data/Word Work File A_145444510
Microsoft	695	marczak	37u	VREG	14.2	0		/Users/marczak/Library/Caches/TemporaryItems/dftmpLDHHDDAMolkkkkkk-
Microsoft	695	marczak	38u	VREG	14.2	33280	7563303	/Users/marczak/Documents/Microsoft User Data/Word Work File A_464205110
Microsoft	695	marczak	39u	VREG	14.2	32768		/private/var/tmp/folders.501/TemporaryItems/Word Work File D_526811357
Microsoft	695	marczak	40u	VREG	14.2	0		/Users/marczak/Library/Caches/TemporaryItems/dftmpLDHHDDAMwlkkkkk-
Microsoft	695	marczak	41u	VREG	14.2	0		/Users/marczak/Library/Caches/TemporaryItems/dftmpLDHHDDAMvlkkkkk
Microsoft	695	marczak	42u	VREG	14.2	141	7599967	/private/var/tmp/folders.501/TemporaryItems/Word Work File D_1924866124

Listing 1.

- · pd parent directory
- · rtd root directory
- txt program text (code and data)

The file descriptor number may be followed by a character (see the final line in the example listing above), which has the meaning:

r - file is open for read.

w - file is open for write.

u - file is open for read/write.

space (no character) - unknown mode, no lock character.

- (hyphen) - unknown mode and lock character follows.

The lock character will be one of the following:

N for an NFS lock of unknown type;

r for read lock on part of the file;

R for a read lock on the entire file;

w for a write lock on part of the file;

W for a write lock on the entire file;

u for a read and write lock of any length;

U for a lock of unknown type;

The type column lists what type of file is open. While Isof can report on many different types, it makes the most sense to concentrate on the types you'll see most:

FIFO - A FIFO pipe. Much like a regular pipe, but operates as part of the file system and can be accessed by multiple processes. man 1 mkfifo, if you need to know.

IPv4 - An open IPv4 socket.

IPv6 - An open IPv6 file.

KQUEUE - A kernel event queue file. man 2 kevent if you're really interested.

PIPE - An open unix pipe.

PSXSEM – Posix semaphore file. A semaphore is like a lock, but with a little more control. With a semaphore, more than one thread can be performing a given operation at once, whereas a lock will restrict operations to a single thread.

PSXSHM - Posix shared memory.

VCHR - a character device.

VDIR - a directory on the filesystem.

VREG - a regular file on the filesystem.

VGER - that thing from Star Trek (oh, wait...you won't see that in lsof).

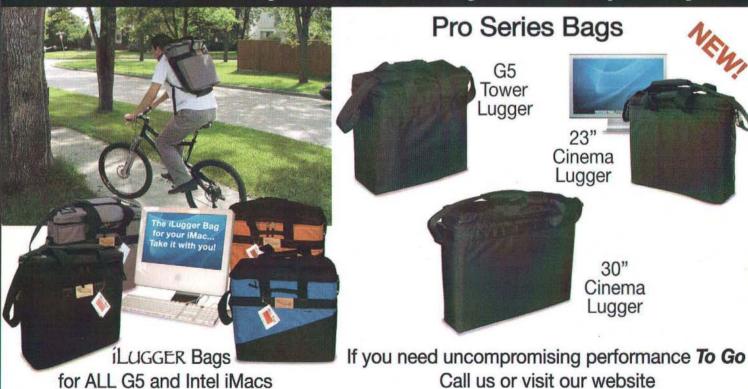
LINK - a symbolic link.

systm - a system domain socket.

unix - a unix domain socket.

The device column is an important one: it tells you which device said file is open on. On OS X, possibly not a big deal as you may be running with a single disk (as I am on my PowerBook at the moment). However, OS X Server may present you with more possibilities (as I hope you're separating the system and user data on a server...but that's another article). The listed 'device' may look a little odd. In some cases, it will be a memory address (in the case of PSXSHM, for example). Files and directories will list the

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device node number. A device node number looks something like this: 14, 2 – it is listed in the size column. Perhaps this pleads for further explanation.

Device files live in the /dev directory. Take a peek in there and you'll see files that are pretty much like none other on the system. In the permissions column, where you'd expect to either find a 'd' denoting a directory, or a '-' denoting a file, we see instead a 'c' or 'b'. Those represent character or block devices. A character, or raw, device is something like a tty (teletype terminal - what you're using when you fire up Terminal or ssh into another machine). A block device is typically used for a disk or tape device (OK, I still wish OS X had raw tape support...). Without getting too deep into this, a block device gets a buffer assigned by the kernel, and allows you to perform non-sequential access. A character device typically gets used where you'd be reading a stream of information (like from a serial port). What about those crazy numbers?

The numbers in the size column are called the devices *major* and *minor* numbers. All of these device entries represent device drivers. The actual driver is either compiled into the kernel (/mach_kernel) or loaded as an extension. The /dev entry is just a pointer to the driver in kernel space. Just because there is an entry in /dev, does not mean that there's a corresponding driver in the kernel. The major number represents the kind of device, while the minor number represents the specific part of that device we're interested in. Let's take a look at some examples:

brw-rdisk0	1	root	operator	14,	0	Mar	7	16:40
br-r	1	root	operator	14.	1	Mar	7	16:40
brw-r	1	root	operator	14.	2	Mar	7	16:40

From this listing, we can immediately see that disk0, disk0s1, and disk0s3 are all block devices with major number 14. Notice what differentiates each of the devices: the minor number – representing a different slice on the disk. Let's look at another snippet:

crw-w-	1	root	tty	4.	0	Mar	7	16:42	ttyp0
crw	1	marczak	tty	4.	1	Mar	14	06:26	ttyp1
crw-w-	1	marczak	tty	4.	2	Mar	7	16:46	ttyp2
crw-w-	1	marczak	tty	4.	3	Mar	13	19:20	ttvp3

Not only can we immediately see that these are character devices, but, as expected, have a different major number. Once again, the differentiating factor for each of the ttyp entries is the minor number, each addressing a different ttyp.

Take away this: entries in /dev are not device drivers, nor are they code, but rather, they are simple pointers. Creating an entry in /dev does not create code in the kernel to support the device. You create these special

entries with mknod, but you should never have to touch a thing in /dev. Of course, how does this fit into our discussion about lsof? You'll notice that many times in a listing, the device entry will be a major and minor combination. Now you know what that means! Just go look it up in /dev if things aren't adding up. In my case, I have many files open on 14,2. So, I'd do this:

1s -1 /dev | grep "14, *2"
brw-r— 1 root operator 14, 2 Mar 7 16:40
disk0s3
crw-r— 1 root operator 14, 2 Mar 7 16:40
rdisk0s3

Ah, of course! That makes sense: 14,2 represents my main (and only, at the moment) disk.

Following the device column is the "Size/Off" column. This column shows the size of the file opened, if it is an actual file, the offset into the file, depending on the file type – look for the 0t or 0x prefix – or, possibly no value if lsof can't make a determination, or, is not appropriate.

The next-to-last column is "Node". This will list the file's node number on a local disk, the inode of an NFS file, the Internet protocol type, or possibly nothing, depending on the file type.

We made it! Whew! Last column: Name. This is yet another column whose contents will change based on what type of file is being displayed, and there are many possibilities. I'm going to cover ones that you're most likely to see. For a regular file or directory, the full path name to the file or directory will be displayed. In other cases, we may be looking at a block or character device. Network connections will be listed with appropriate information.

Now, lsof is an incredible utility. Do understand that we're lucky that Apple includes it with OS X: lsof is *not* included with most Unix distributions. It's not a "built-in," rather; it's an add-on. As such, it works its magic by digging in where it can, making inferences and generally peeking where most utilities don't. It works slightly differently on different varieties of Unix. What I'm getting at here is that it may not be 1000% accurate. Don't let that fill you with doubt, though, as it does a better job than anything out there, really. But there may be a minority of situations where it just doesn't pull up a file, or grabs data from the kernel cache that no longer reflects reality. For the purposes of files that a given process is accessing, though, I haven't had any issues to complain about.

Temporary Stop

We covered a lot of ground this month. All of this is to get you a little more intimate, intertwined, and aware of the system that is OS X. Many times, troubleshooting and learning about OS X comes down to figuring out where a file is or what files have changed within a certain

period of time. Next month, we'll carry on using this column as a foundation.

Media of the month: Go rent (or take off your shelf – you know who you are) Tron. Seriously. Incredibly far ahead of its time. If you watch it after having read this column, it should connect a few more synapses.

Until next month, dig in, experiment and enjoy!

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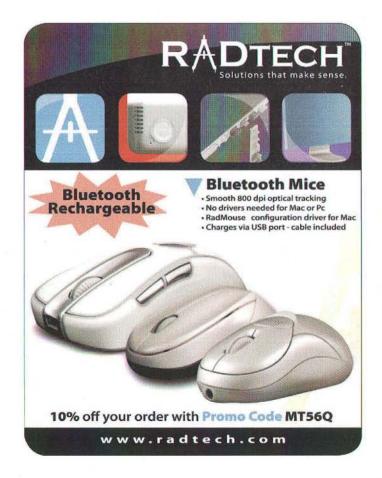
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About The Author

Ed Marczak owns and operates Radiotope, a consultancy that assists companies with technology planning, and implementation. He helps guide business leaders around the pitfalls of technology, and to find ways of connecting

them with their clients. Guidance at http://www.radiotope.com.



Entourage 2004 Spotlight Support



An IT Perspective: How Microsoft Entourage 2004 now takes advantage of Spotlight

By Brian Johnson and Andy Ruff

Introduction

In update 11.2.3, Microsoft added support for Spotlight and Sync Services to Microsoft Entourage 2004 running on Mac OS X 10.4. These two features allow users to search Entourage e-mail stores and to synchronize Entourage data with any software or hardware that takes advantage of sync services in the OS.

It's important for system administrators who need to plan deployment of this technology on Macs, and may need to consider configurations with many users, and with limited disk space, to understand how this all works. In this article, we'll focus on the Spotlight support added to Entourage. We'll tell you about how Spotlight support works in this update. Specifically, we'll also address Spotlight support considerations for multi-identity installations of Entourage.

An Overview of Spotlight in Entourage

From the user perspective, Spotlight search in Entourage provides a mechanism that allows for the full text search of items in the Entourage database. Spotlight uses file based metadata and a constantly updating index to return results to queries passed through the Spotlight search interface in the operating system. Results return quickly because the index is updated based on messages coming from the file system. Once the initial indexing is complete on a set of data, additional data is indexed automatically as files update on the system.

One of the difficulties in making Spotlight work with Entourage had to do with how Entourage stores its data. All Entourage data is stored within a single database file per user identity. Entourage was designed to be multi-user at the application level. This was to allow multiple family members to have their own identities in the application in the home environment. Entourage stores its data in a single database for each user identity created in Entourage. When a user first sets up Entourage the Identity they get is named "Main Identity".

In order to support Spotlight searching, we had to develop a mechanism for providing Entourage's database content to Spotlight's file-oriented indexing process. We settled upon a solution that "mirrors" the essential item content and metadata to a series of cache files. As a new message arrives, we store the message within our database and spawn a cache file representing the message. When a user modifies a contact's phone number or changes the dates on an event, we update our database and the contents of each item's cache file. When Spotlight indexes Entourage, it is actually indexing the contents of each cache file rather than the Entourage database. This approach allows Spotlight's indexing process to work it's magic on file change notifications, while not requiring a large overhaul of Entourage's data access architecture.

As an Entourage user's database potentially holds years of e-mail messages, the creation of cache files chances consuming large amounts of disk space for essentially redundant data. When we were considering this design, we found that through optimizations such as

writing only plain text content rather than HTML and ignoring e-mail attachments, we were able to generate a cache roughly 20% of the original Entourage database's size. We also decided that the feature would be optional, allowing any user to simply disable the creation of the cache within their Entourage preferences.

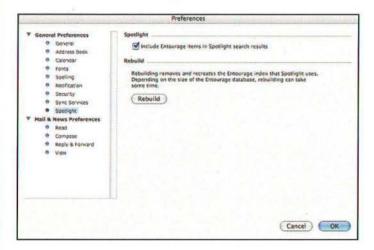


Figure 1 – Spotlight is enabled by default for the first identity opened after update 11.2.3 is installed.

The Spotlight preference pane in Entourage allows the user to both toggle the feature and rebuild the contents of the cache. On a moderately sized database of 200 MB, the creation of the cache file takes only a few minutes and happens in the background. The Rebuild button simply deletes all existing cache files, crawls the Entourage database, and generates a set of new cache files. A user would only need to rebuild if problems arise, as Entourage will continue to create, update, and delete cache files with each action performed on the Entourage database.

Once the cache files are created, Entourage's role in the indexing process is complete. Spotlight chooses when to index the cache files and how the results are displayed in the Spotlight Search Window, Smart Folders, and the Finder's Find functionality. As indexing progresses, the index in Spotlight is updated and queries containing the information the user is searching for begins to show up in the Search window. If you search for a set of words and Spotlight indexes an Entourage mail message with a matching phrase, the message will suddenly appear within the Spotlight Search Results Window. Figure 2 shows the results of a typical Spotlight search with Spotlight enabled in Entourage. The returned Entourage items can include mail, appointment, contact, task, and notes data.



Figure 2: Spotlight search results with Entourage items returned.

Double clicking on a returned item in Spotlight works as expected. You see the Entourage item open, just as if you had clicked on it in Entourage. So what's going on under the covers? Let's use some command line tools and take a look.

Query with Command Line Tools

There are a number of command line utilities that we can use to query the Spotlight database. We can use these tools to see where Entourage is storing the Spotlight metadata that it's creating and we can also see what the metadata files themselves look like.

The first tool to look at is mdfind. mdfind queries the metadata store and returns the results of our query. This tool takes three parameters. The -live parameter will continuously scan the database for results and you'll see items added as they come into Entourage. The -onlyin parameter allows us to specify a particular folder for the search. Finally, the query parameter, a string representing the information that we're searching for. Apple's developer documentation provides more details on the syntax of Spotlight queries. Let's see if we can use this tool to find an Entourage item and see where the metadata is being stored:

Running the command "mdfind welcomee@microsoft.com" on my machine returns a result with the path:



/Users/Brianjo/Library/Caches/Metadata/Microsoft/Entourage/200 4/Main Identity/Messages/OT/OB/OM/OK/1.vRgeMessage

The .vRgeMessage file is an Entourage mail message's cache file. When you perform a Spotlight search, the results always return cache files. As mentioned previously, cache files are merely file-based mirrors of Entourage database records with the metadata and content necessary for Spotlight indexing. The name of the cache file is the record ID for the corresponding database record. When a user opens the cache file from a Spotlight result, Entourage reads the filename, looks up the record ID within the database, and shows the item directly from the database.

The mdls command line utility allows you to see the metadata Spotlight has indexed for any given file. By passing the path to the 1.vRgeMessage cache file from our mdfind result to mdls, we can see Spotlight knows the following about the e-mail message:

/Users/Brianjo/Library/Caches/Metadata/Microsoft/En tourage/2004/Main

Identity/Messages/0T/0B/0M/0K/1.vRgeMessage -

```
com_microsoft_entourage_folderID
                                      = 2006-03-21 00:23:21 -
com_microsoft_entourage_messageSent
com_microsoft_entourage_recordID
com microsoft_entourage_size
                                      = 37783
                                      = 2006-03-21 21:55:25 -
kMDItemAttributeChangeDate
0800
```

kMDItemAuthors	= ("The Microsoft Mac
Team (WelcomeE@microsoft.com)")	
kMDItemContentCreationDate	= 2006-03-21 00:23:21 -
0800	
kMDItemContentModificationDate	= 2006-03-21 21:55:24 -
0800	
kMDItemContentType	=
"com.microsoft.entourage.virtual.m	essage"
kMDItemContentTypeTree	= (
"com.microsoft.entourage.virtu	al.message",
"public.message",	
"public.data",	
"public.item"	
1	many &
kMDItemCoverage	= "Inbox"
kMDItemDisplayName	= "Welcome to Microsoft
Entourage 2004 for Macintosh"	- 2006 07 01 04 55 06
kMDItemFSContentChangeDate	= 2006-03-21 21:55:24 -
0800 kMDItemFSCreationDate	= 2006-03-21 21:55:24 -
0800	- 2006-03-21 21:33:24 -
kMDItemFSCreatorCode	= 0
kMDItemFSFinderFlags	= 0
kMDItemFSInvisible	= 0
kMDItemFSIsExtensionHidden	= 0
kMDItemFSLabel	= 0
kMDItemFSName	= "1.vRgeMessage"
kMDItemFSNodeCount	= 0
kMDItemFSOwnerGroupID	= 501
kMDItemFSOwnerUserID	= 501
kMDItemFSSize	= 6584
kMDItemFSTypeCode	= 0
kMDItemID	= 4306567
kMDItemKind	= "Microsoft Entourage
message pointer"	
kMDItemLastUsedDate	= 2006-03-21 00:23:21 -
0800	
kMDItemRecipients	= ("New Microsoft
Entourage User ")	
kMDItemTitle	= "Welcome to Microsoft
Entourage 2004 for Macintosh"	

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Whenever possible, metadata provided by Entourage is designed so that attribute names and values match those used by an analogous Apple application (e.g. message title). We hope that this will allow anyone who builds a solution on top of Spotlight may easily support Entourage alongside Apple's applications. We only deviated by adding additional attributes — nearly all properties available in our AppleScript dictionary are available as metadata. The design is intended so that scripters can use Spotlight as a quick way to query information and round-trip interactions with results through AppleScript. It also makes it possible to create useful queries such as "all unread messages today"(com_microsoft_entourage_unread == 1 && kMDItemContentCreationDate >= \$time.today).

Importing Metadata

Spotlight is designed such that it does not need to know about the file format of each file in order to index the file's contents. Instead, a developer provides a plug-in for Spotlight that handles both reading a file and returning metadata to the Spotlight indexing engine. These plugins are known as Metadata Importers and may be found \Library\Spotlight or are sometimes located within an application's bundle.

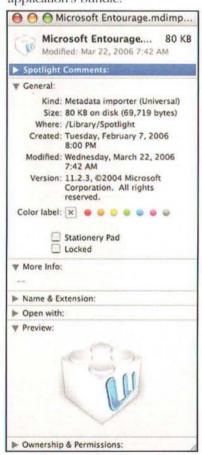


Figure 3: The Microsoft Entourage.mdimporter plug-in

The metadata importer plug-in that's used with Entourage is called Microsoft Entourage.mdimporter. When Spotlight comes across an Entouragegenerated cache file, Spotlight passes the path of the file to the Entourage metadata importer, the importer reads the file, and then passes the metadata back to Spotlight. You can see the info for this plug-in in Figure Notice that this plug-in is a universal binary and that it runs natively on an Intelbased Mac.

Multiple Identities?

There are a few things that system administrators should understand if they are going to use Spotlight search in multi-user scenarios. Given that Entourage can work as a multi-identity application, one thing you'll probably wonder about is, how does Spotlight know about the currently active identity in Entourage? The answer is that it doesn't. While we only automatically enable Spotlight indexing for the first identity launched after the update is applied, a user may turn on indexing of additional identities by enabling the Spotlight preference in Entourage. If the user then double clicks on an item, that item is only opened if its associated identity is currently active. Entourage actually uses the folder path to determine the identity of a result. If the identity is not currently active then the user will get the message shown in Figure 4.

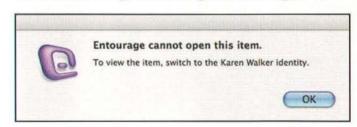


Figure 4. Trying to open an item associated with an inactive identity

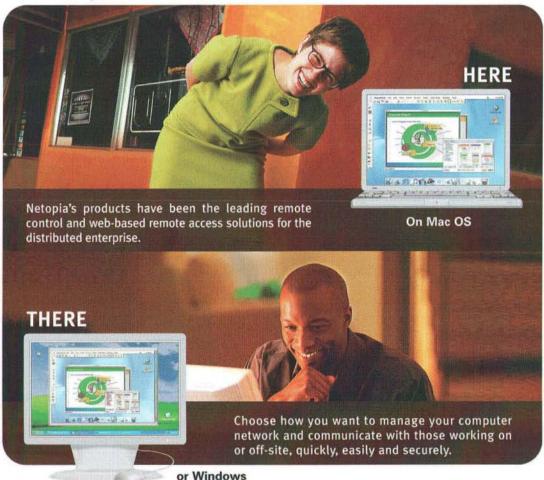
As you can imagine, in scenarios where many people use the same account on a Mac and then differentiate identities in Entourage, Spotlight could become pretty useless when trying to find specific e-mail items as search results intermix results across multiple identities. For that reason, Microsoft recommends that in situations where multiple users will want to use Spotlight search with Entourage, users should have their own user accounts set up on the Macs.

Removing Spotlight from Entourage

There are a number of reasons a system administrator might want to completely disable Spotlight searching in Entourage. First, multiple user accounts on a machine are not always practical. In some cases, schoolrooms use a single account per classroom and kids are able to check their e-mail by simply switching identities in Entourage. On a machine with many dozens of identities, using Spotlight to find anything could be pretty difficult. Second, the cache used for Entourage content does take disk space. In a scenario where a user has a large entourage database, or there are multiple accounts on the machine with large databases, disk space can potentially become an issue. Finally there are privacy considerations around using Spotlight searches on Entourage content, especially if multiple identities are used on the same user account. Even if the searcher can't see the e-mail that's returned, they might be able to get more information than the user wants them to have about items returned in a search.

To completely disable Spotlight in Entourage, simply remove the Microsoft Entourage.mdimporter plug-in

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from the /Library/Spotlight folder and restart Entourage. When you look at the Entourage preferences you'll see as in Figure 5, that the Spotlight preference is no longer available.

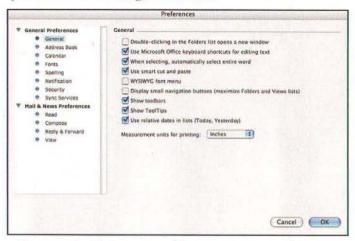


Figure 5: Spotlight removed from Entourage preferences

Finally, if you completely disable Spotlight in entourage. remember /Users/<username>/Library/Caches/Metadata/Microsof t/Entourage/2004/ folder and delete any folders there that you no longer want to be available in Spotlight searches.

Conclusion

In this article, we've described how Spotlight works with Entourage 2004. The Spotlight search functionality added in update 11.2.3 fundamentally changes the way that you can work with e-mail, contacts, calendar items, and notes in Entourage, allowing you to instantly find data you need using the tools built right into Tiger. This update makes Entourage a true, first class citizen in the OS and it makes working with Entourage data on the Mac easier than ever.

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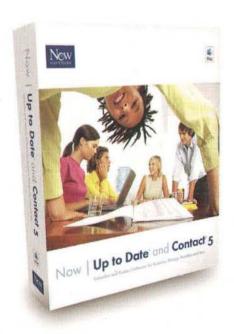


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MacTech Labs

Office 2004 Benchmarks on Intel-based Macs



By the MacTech Editorial Staff

The Big Question

If you are a Microsoft Office user on the Mac, there's likely a question on your mind if you are considering purchasing a new Mac based on the Intel processor. You see, currently, Microsoft Office is not "Universal." In other words, it runs on top of Rosetta (Apple's technology to dynamically translate PowerPC-based applications to work on Intel-based Macs). Now, Microsoft has announced that the next version of Office will be Universal, but no one expects this imminently. (It's a big

job, Apple released their Intel-based machines earlier than expected, and Office isn't borne from Xcode.)

The big question is this: Does Microsoft Office 2004 run well enough on the new Intel-based Macs? Or should you delay your purchase of these machines?

The Test Bench

We chose three machines to compare. Our baseline machine is

a PowerBook G4 15-inch, running a 1.5 GHz PowerPC G4, with 2 GB RAM, and an 80 GB/5400 rpm hard disk.

We compared a MacBook Pro 15-inch, running a 1.83 GHz Intel Core Duo, with 2 GB RAM, and a 120GB/5400 rpm hard disk.

And finally, we compared an iMac 20-inch, running a 2.0 GHz Intel Core Duo, 1.5 GB RAM, and a 250GB 7200-rpm Serial ATA hard disk.

For those interested in the benchmarking methodologies, see the more detailed testing information in Appendix A. For the detailed results of the tests used for the analysis, measured in seconds, see Appendix B. Both appendices are available on the MacTech web site.

Overview

We won't keep you in suspense. In general, Office 2004 under Rosetta works "well enough" to "very well," and in some cases, it's even *faster* than on the PowerPC machine.

To determine this, MacTech ran over a thousand tests across three models of Macs, and the four major Office applications: Word, Excel, PowerPoint and Entourage. And, since graphics code is shared between Office applications, we ran a suite of graphics tests as well. These are each covered in more detail below.

In one of the most critical set of tests, we specifically looked at whether the user could type or interact faster than Office could keep up, and even in the slowest of scenarios, we

> never found the user waiting for typing, or other interactions like selecting menus. Even when typing at over 100 wpm, Word was able to stay ahead of the user.

> Of the four applications, PowerPoint, is the one that struggled the most. It appears this is due to Office graphics engine shared by all of the Office applications.

At the other end of the spectrum, Entourage was not only on par, it was faster in many

cases than our PowerPC baseline. In fact, with the exception of launching the application, Entourage was faster across the board on the Intel iMac, while the MacBook Pro was about on par with the PowerBook G4 (slightly faster in some cases, slightly slower in others).

What was interesting is that even on those tests that were slow, they were still acceptable. For example, the test with the worst performance was inserting a large JPG (over 10mb) into a document was considerably slower. In most cases, a 10 megabyte JPEG would be larger than an 8.5x11 page. How often do users insert large JPEGs in a single sitting? And, when they do, does it matter when that something takes 10 seconds more? Not in our opinion ... and we use Word a *lot* at *MacTech*.

It appeared to us that the more modern the application, the better it did under Rosetta. Furthermore, the more that something used the underlying Mac OS, the better it did as well. For example, Entourage did very well with networking related

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In general, Office 2004 under

Rosetta works "well enough" to "very

well," and in some cases, it's even

faster than on the PowerPC machine.



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Raw imports and opening did significantly better especially when a faster disk was involved.

And, the more times you did a function, the better it performed especially on the second iteration of a command. While it's difficult to confirm, this is due to a combination of code working smarter with caches, both in Rosetta as well as within the Office code base. An obvious benefit for those tasks that are most sensitive to time: the repetitive ones.

The Test Suite and Results

The tests used were selected specifically to give a real-world view of what Microsoft Office 2004 is like to run. We eliminated those tests that we ran that were so short a time frame (e.g., fast) that we could not create statistically significant results, or that

had imperceivable

differences.

We did one test suite for each of the four major applications in Office, as well as a series of tests focused the graphics on libraries. As you may or may not know, Office 2004 uses a common set of graphics libraries across the applications in Office. With that in mind, we considered a set of tests that would test these technologies, and they good are arepresentation across all applications the Office. For example, when you import a graphic, it should be the same across the Office suite.

To give users a

good idea of what it's like to use each of these apps, we came up with a list of tests that represented what we felt were the most relevant to regular use. For example, we ran tests on application launches, but did not focus on them since it's something that people tend to do only a couple of times a day. But, we did include the most repetitive of tasks within an application, as those affect productivity most.

The one thing that we did see across the board is that the Intel iMac is consistently faster than the MacBook Pro. Since the iMac had slightly less RAM, and the processor and front side bus speeds are the same, we looked further inside. The iMac has some pretty serious sub-systems design to make it a screaming machine (see http://developer.apple.com/documentation/HardwareDrivers/Con ceptual/iMac 06Jan/>. When you take into account that an iMac has SATA (instead of ATA), a faster hard drive (a 7200 vs. the MacBook Pro's 5400 rpm), and a variety of optimized sub-systems that would be more difficult to implement on a laptop, it's easy to see why the iMac is faster.

It's important to realize that many of the actions that users do when using these applications are so fast already, that even a degradation of 50% may not even be noticeable for most tasks. And in the non-repetitive tasks, they are nearly irrelevant. For example, if when launching an application, you have to wait several seconds, many users will notice, but it won't matter to their overall productivity.

Other areas, like repetitive tasks or editing actions, are far more important, and speed makes a great deal more difference in not only perception, but in productivity.

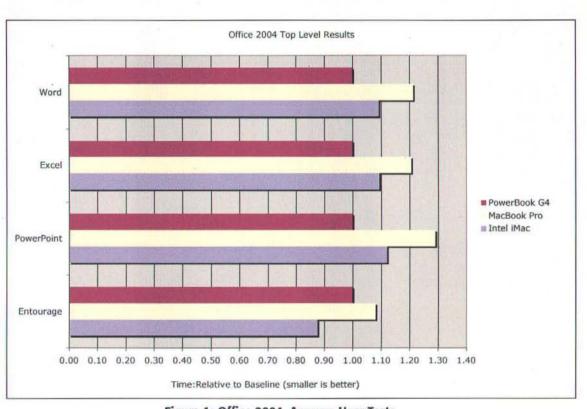


Figure 1: Office 2004, Average User Tests

An overview of tests that best represents productivity is displayed in Figure 1. These metrics include a variety of tests normalized to give you an overview. Smaller bars are faster (better). Information on what is included in each of these overview metrics, as well as additional testing information and graphics are shown later for each application.

Word

Of all the applications, Word is probably the most widely used by people. The most relevant tests to most Word users are those that are repeated throughout the use of Word. For productivity tests, we selected a variety of scrolling tests, saving, word count, find & replace, opening files, pasting and printing.

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Joe Arnold (Graphics Department)

Sent:

Today at 10:45 AM

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IT Department

Subject:

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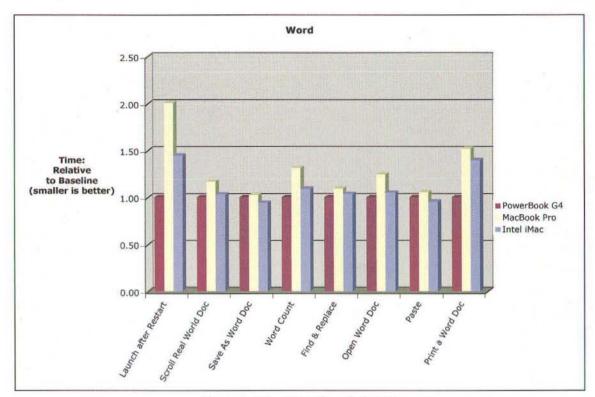


Figure 2. Word Benchmark Results

The end result is that, for productivity tasks, Word on MacBook Pro performed at 82% of the speed of a PowerBook G4, and on an Intel iMac at 92%. In a real life scenario, these numbers put Word at working pretty well. There's not much a perceptual difference for most tasks.

Our top level grouping included a application launching, variety of scrolling tests, saving, word counts, find & replace, opening documents, pasting and printing. The results are in Figure 2.

But, of course, the most important of the tests - typing - were so fast that we couldn't measure them. No matter

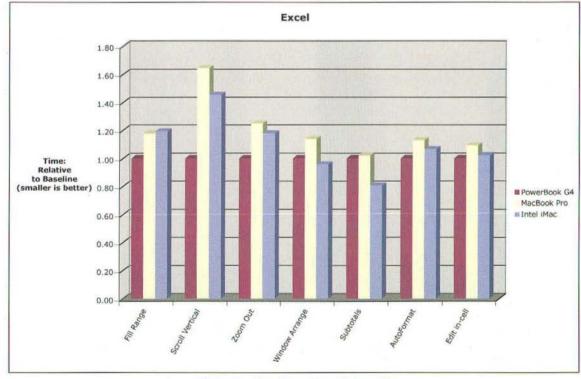
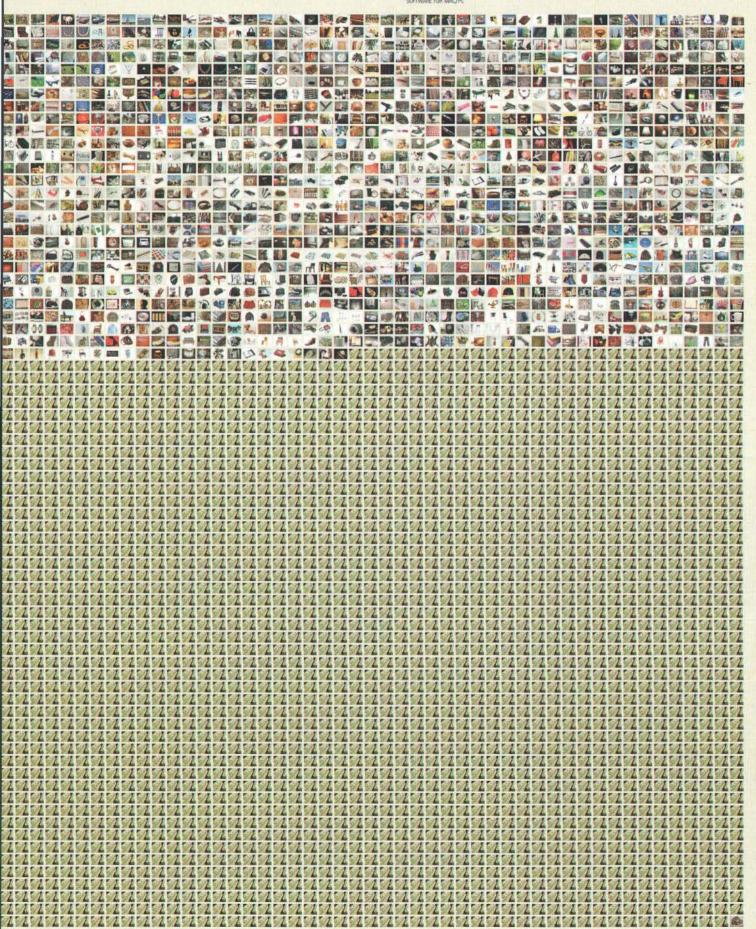


Figure 3. Excel Benchmark Results

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what the computer model, Word was ahead of the typist (even at 100 wpm).

The areas that Word performed "well enough" in are the initial launch of the application launching and printing. Fortunately, these are things that most users do relatively infrequently and don't materially affect productivity.

The balance of the tests ran on par, or in some cases faster on the Intel iMac. As is consistent throughout, the Intel iMac was faster than the MacBook Pro, and in some cases (most notably saving and pasting), the iMac was faster than the PowerBook baseline.

Our one and only crash during the entire Office testing set was during a find and replace in Word. A quick re-launch, and everything proceeded as expected.

The end result is that while there are a couple of areas that a user may notice it's slower. Word works well on a MacBook Pro; and, on the Intel iMac, it works very well, under Rosetta.

Excel

For Excel, we wanted to focus again on the most repetitive tasks. For productivity tests, we selected fill range, scrolling vertically, zooming out, arranging windows, subtotals, autoformatting, and editing in-cell. On average for the productivity tests, Excel performed at 83% of baseline for the MacBook Pro, and 91% for the Intel iMac.

Most users use relatively small spreadsheets, but it's important to take a look at what a more experienced spreadsheeter may experience. As a general rule, editing and calculations were very fast and in some cases, faster than on the baseline PowerPC.

For our top level testing, we looked at the common commands including fill range, vertical scroll, zoom out, arranging windows. subtotals. auto-format, and editing in-cell. The results are displayed in Figure 3.

Scrolling did leave a bit to be desired, but it definitely worked well enough, even on the slower MacBook Pro. In our tests, we used a very large Excel document, and even so, the test ranges were 6.18 to 10.15 seconds. Certainly enough to perceive, but given the very large size of the

test document, under normal circumstances, it's not enough to affect productivity.

The end result is that for Excel on a MacBook Pro, it works very well, and on the Intel iMac, even better. Users may notice slower scrolling, but that's about it as far as the most common tasks.

PowerPoint

For PowerPoint, we chose a variety of tests to represent productivity including opening, saving, scrolling slides in the sorter view, adding slides, viewing slide shows, slide transitions, text animations, printing, inserting images from the ClipArt Gallery, changing color schemes and applying templates. As we already mentioned, PowerPoint was the slowest of the Office suite, but in our most indicative tests for productivity, it did perform at 77% of the speed for the MacBook Pro, and nearly 90% for the Intel iMac.

In our top level testing, we took a look at launching, opening files, saving, scrolling slides in sorter view, adding slides, viewing slide transitions, viewing text animations, printing, changing color schemes and applying templates. The results are shown in Figure 4.

The areas PowerPoint was weakest were with complex files, printing and applying templates. That said, PowerPoint did pretty well with view slides and transitions, animations, and scrolling in the sorter view.

The bottom line is that even if you use PowerPoint regularly, it definitely works well enough for most people, and in the most important areas ... the presentation itself ... it works very well. If you are a heavy PowerPoint user, you will notice sluggishness, and you should take a closer look.

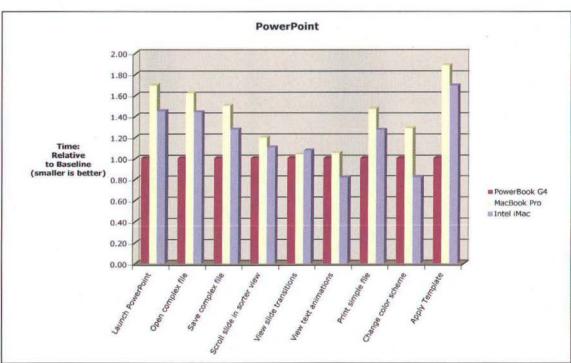
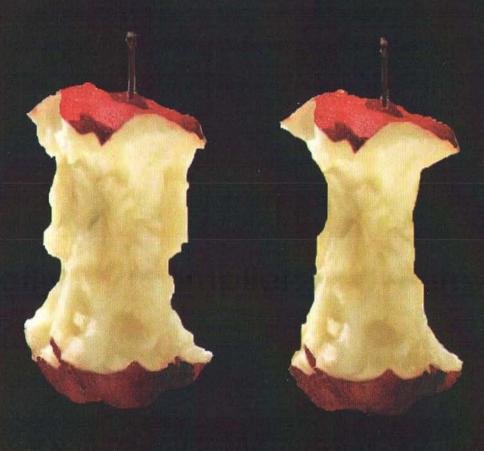


Figure 4. PowerPoint Benchmark Results

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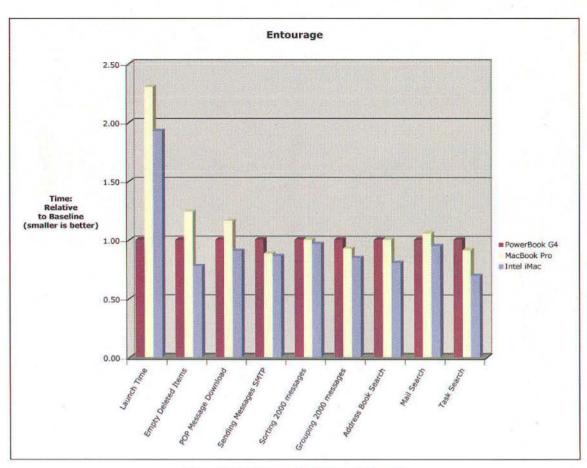


Figure 5. Entourage Benchmark Results

Entourage

For Entourage, the productivity tests included IMAP account sync, empty deleted items, opening messages, pop message download, opening folders, sending messages via SMTP, sorting and grouping 2000 messages, and searching the address book, mail and tasks. For the productivity tests, Entourage shined with the MacBook Pro performing at 92% of the baseline speed, and the Intel iMac performing 14% faster than the baseline PowerPC.

In our top level testing, we took a look at launch time, empty deleted items, POP message download, sending SMTP messages, sorting and grouping thousands of messages, and searching the address book, mail and tasks. Results are shown in Figure 5.

Like Word, the most important of the tests, typing, were so fast that we couldn't measure them regardless of which test machine.

Boot time was clearly slower – about double in fact. But in a game of seconds, and for something that you generally only do a couple of times a day, it's not particularly relevant.

Entourage is clearly the best performer in the suite, presumably because Entourage is the most modern code base of the Office 2004 suite, and because it relies the most on Mac OS X technologies that have already been made Universal.

The end result is that, across the board, Entourage under Rosetta performed terrifically. The MacBook Pro usually

performed as good or better than the PowerBook. The Intel iMac was faster in almost every test.

Microsoft Office Graphics

The weakest part of Office under Rosetta is the graphics code shared across Microsoft Office. PowerPoint shows this most given its nature.

In reality, however, this affects the overall Office experience relatively little. Furthermore, for the graphics libraries, our tests were designed to point out weaknesses and give us measurable results. But let's be real: how often do you import a 10-megabyte JPEG? Most JPEG's that size would be much larger than a full page.

That said, we focused on the tests on inserting large graphics, opening, saving, printing, working with the WordArt features, and the ClipArt library.

The end result is that inserting JPEG's are slow, and we saw the impact across all the Office applications. Fortunately, most users don't tend to do this repetitively. Other formats like inserting EPS and PSD files did much better. In other words, you'll have no issues with your logos and template graphics.

Opening graphics files was ok, but fortunately, saving files was significantly faster (a good thing since users typically save

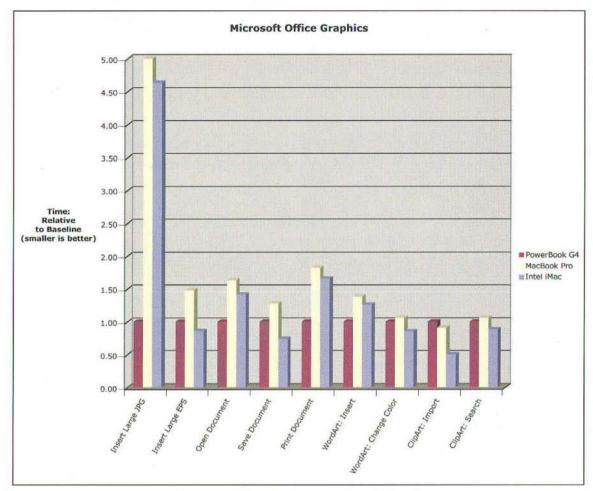


Figure 6. Office Graphics Benchmark Results

much more often than open files). The ClipArt interfaces work very well including the importing and searching.

Conclusion

As we stated at the beginning of this article, in general, Office 2004 under Rosetta works "well enough" to "very well," and in some cases, it's even *faster* than on the PowerPC baseline machine.

Given the amount we were pushing these apps, we were thoroughly pleased with the stability of the entire Office suite of applications. Considering how complex Rosetta is, and how big a code base Office is, it's entirely remarkable how stable we found it. Furthermore, we expect to see Apple further optimize Rosetta, particularly in launch times.

While Microsoft has already announced that it will be making the next version of Office a "Universal" application, Mac users wishing to dive into Intel-based Macs now can rest assured in knowing they can move forward and be patient for the Universal version.

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FOUND IN TRANSITION:

WINDOWS AND MAC, SITTING IN A TREE...

hen my brand-spanking-new built-to-order MacBook Pro arrived, I immediately went about the task of making it my own. My 12-inch PowerBook G4 1.33 had been my test bed for most of the MacTech articles for the last year and a half, so preparing the MacBook was somewhat like moving into a new apartment or breaking in a new car or pair of shoes, something I would have to live/walk in for the foreseeable future, and because it's such a radical change in processor architecture and software support, it was somewhat like learning how to walk again for the very first time, or drive, or tie my shoes.

The MacBook Pro Arrives

The MacBook isn't that radical of a shift for the typical end-user who'd use it for day-to-day word processing, web browsing, and light graphics work. iLife '06, iWork '06, Safari, and Mail all scream running natively on the MacBook's Core Duo 2 ghz processors. An Intel Mac is a different kind of fast. It's difficult to explain, but certain operations just feel faster (especially launching applications and booting the Mac), and as unscientific as that sounds, comparing the MacBook to, let's say, a Dual 2ghz PowerPC G5 is like trying to ascertain the difference between two different brands of whiskey. However, for an Open-Source aficionado, it means rebuilding my entire installed base of X Windows and command-line software ports (currently four gigs worth) using Xcode's GCC 4.0 compiler and package managers such as Fink <http://fink.sourceforge.net> and Darwinports http://darwinports.opendarwin.org, and facing the fact that many of the projects I relied on for the PPC processor where now either broken or "back in beta" for the Intel processor. Needless to say, things aren't quite at the level of maturity they'd be if Apple had waited until June to release the Intel MacBooks after having just finished another major transition (Tiger), but

the work on converting those Open-Source super-projects to the Intel platform had already begun in earnest. Many Open-Source projects already compiled and run quite well on the MacBook, while others, including Growl http://Growl.info, the subject of my last MacTech column, are universal binaries which run on the MacBook as if they never ran on a PowerPC Mac. Those Open-Source goodies made for Mac OS X will appear as Universal applications (fat binaries) almost instantly, if not in total by the time this article is printed.



Figure 1. Universal Binary Logo

On the other hand, applications that work directly with HFS+ (a.k.a. the Mac OS Extended file system) or, at the partition-level of hard disks, have even greater challenges to supporting Intel Macs, where there's been a radical change in the hard disk partition scheme. Intel Macs now use the GPT

(GUID Partition Table), instead of the older APM (Apple Partition Map). The reasons for this aren't readily obvious, but it turns out that GPT has a little surprise in store. I wouldn't expect an Intel-savvy version of Alsoft Diskwarrior or Prosoft Drive Genius any time soon, though just about every other type of Cocoa application should be Universal before too long. There's even a roadmap for Universal device drivers (kernel extensions) that would allow the same PCIe card to work in a PowerMac G5 tower as well as the upcoming Intel Pro Mac towers or new Xserves. Nifty!

In 1994, Apple, Motorola and IBM told us that RISC was fundamentally better than CISC, and that all personal computers would eventually adopt RISC, and we believed them. The interesting thing about any transition in processor architecture (the last transition was twelve years ago, in 1994 when Mac users moved from the Motorola 68000 series processors to the PowerPC processors), is that if there's a shift from CISC (complex instruction set computing) and "little endian" to RISC (reduced instruction set computing) and "big endian," then there's going to have to be some form of instruction-level emulation taking place so programs written for the previous processor can still work. For more information on endianess, visit http://www.noveltheory.com/TechPapers/endian.asp. Apple's solution for backward compatibility was to build a PowerPC to 68000 instruction emulator into the ROM on the logic board of each Mac, because even the Mac OS itself wasn't pure PowerPC code, though each iteration of the Classic Mac OS brought it closer to purity. Now, Rosetta ironically performs the same basic function, translating, optimizing, and caching the big-endian instructions of PowerPC applications so they can run on the little-endian Intel Macs. While we all know that "native" code is sexier, faster, and more advanced than "emulated" code, it appears that emulated software and native software are now permanent dance partners orbiting the Maypole of cyclic transitions, from little endian to big endian, and back until all turn into butter.

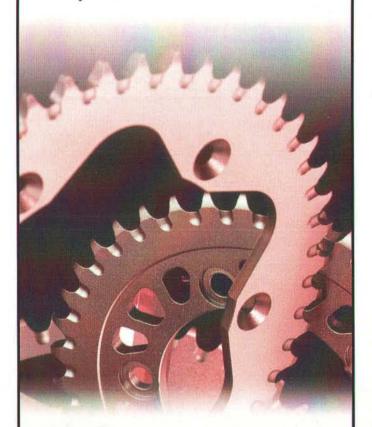
The idea of running another OS on your primary OS is often called a "guest" OS, which is a polite way of calling it a "parasite" OS and your primary OS the "host" OS. Essentially, the guest OS runs inside its own memory space which looks like any other application to the primary OS, and doesn't necessarily share kernel memory with the main OS (more on that later). If you want your computer to run more than one Operating System, here are ways to do it and the factors that need to be accounted for:

Method 1: Dual Boot

Dual booting is simultaneously the best and the worst way of running another OS on your computer. On the plus side, if you're going to boot into another OS, that means it's not going to require any instruction-level translation, no big endian to little

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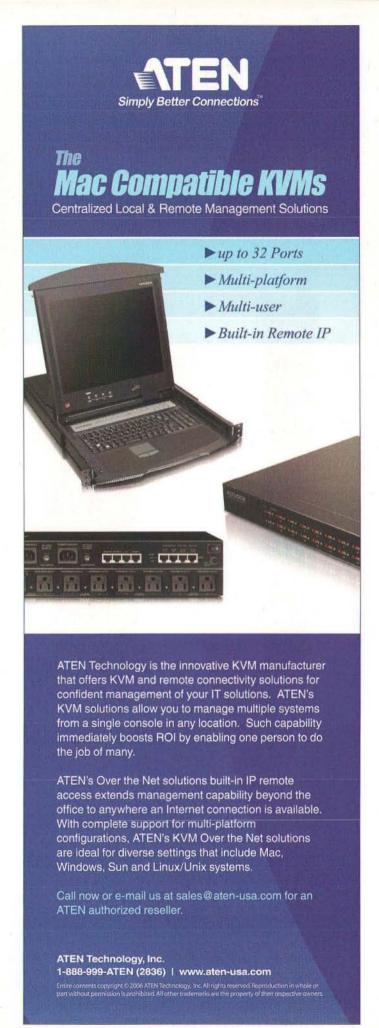


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endian or vice versa. That also means, the best possible performance since each OS is only active when the computer is booted into it. It also means that with the proper hardware support (drivers), that the computer should be able to network well, handle all manner of multimedia bells and whistles, as well as power management tasks such as sleep, suspend, and wake-on-LAN. Dual booting means computer labs can easily be repurposed, and that companies with both Macs and PCs can easily standardize on Apple hardware.

On the minus side, dual booting is cumbersome and doesn't provide any collaborative framework. It's simply one OS or the other and end users hate it. It's not hard to remember the annoying early days of Mac OS X and dual booting with Mac OS 9. Yuck.

Apple's Boot Camp solution http://www.apple.com/macosx/bootcamp is about as slick as any dual-boot arrangement that's ever existed. It allows for allocating space for Windows, resizing that partition on the fly, easy exchange of files between the Mac OS X file system and the Windows XP disk, as well as, full driver support for WiFi, Bluetooth, the infrared remote port, full multimedia, and hardware accelerated video. In short, the same driver support you'd expect to see on a computer that shipped with Windows. Sweet.

Method 2: Full Virtual Machine With or Without Emulation

This is what Virtual PC for Macintosh provides. A full virtual i386 computer with functioning hardware, multimedia, network, and USB combined with a little endian to big endian instruction emulator. Often the success of such emulators depends directly on hardware support such as the 68000 emulator used by Classic, or perhaps more pertinent to this article, the "pseudo-little-endian" mode built into G3 and G4 PowerPC processors, that was dropped from the G5, causing Microsoft to have to scramble for several months to ship a working Virtual PC for the G5 processor.

Conversely, this is what PearPC made possible for PC users, the ability to run Mac OS X in a virtual machine inside a Windows XP host. However, PearPC being an Open-Source project cannot easily live up to the high standards of hardware support that commercial products like Virtual PC consistently deliver. The advantage of a virtual machine is that everything generally acts like it would on a separate computer, accessible through a window on the host OS. This keeps "Windows-like" things separate from "Mac-like" things, and so forth. However, because the guest OS runs in a window, inside an application on the host OS, it is almost always relegated to second fiddle. Think of it as the computer version of PIP (picture in picture), but for the sake of fun we'll call it OSIOS (OS inside OS).

A VM without emulation - this is pretty much the same as the situation above, of course minus the instruction translation, and that means extra speed and possibly better hardware compatibility. However, from an end-user's perspective, it is still OSIOS.

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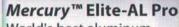
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Method 3: An "Open" Virtual Machine With or Without Emulation

An "open" virtual machine is one where the OSIOS situation has been broken down to the point where the native window manager of the host OS handles the windows for the guest OS. Classic on a PowerPC Mac is one such example, as is Darwine http://darwine.opendarwin.org on Mac OS X. Advantages include, decreased overhead and therefore increased performance, as well as the potential to use the same file system and exchange clipboard data.

Disadvantages include a more challenging development curve, and loss of much of the potential for hardware support that a full VM provides, as well as, the increased potential for application misbehavior when they find the environment slightly different than what they expect. Typically, open VMs are written to the "letter" of the API (Application Programming Interface) standard, and expect that applications also respect that API.

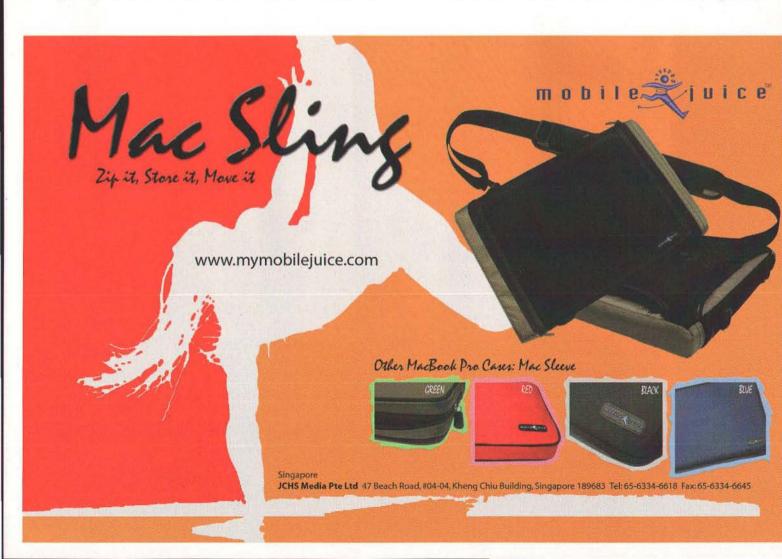
Method 4: Full-Scale Eviction of Host OS

Certain emulation products, such as VMware's ESX Server, http://www.vmware.com/products/esx are installed *first*, before even the primary OS is. As a matter of fact, EXS Server *actually would take the place of Mac OS X* as the host OS, relegating all other OSes, whether Windows XP or Mac OS X to guest status. While it's unlikely that ESX server will become a

widely implemented solution for end-user's desktops, it will most definitely see heavy use on the next generation of Xserves (yet to be released), allowing them to run Mac OS X Server, Linux, and Windows 2003 Server *simultaneously*. Although VMware's products aren't currently available either as a beta or release product, company executives have publicly discussed that they are prepping a Mac OS X for Intel version, and that they have it running in their labs.

Classic: Lost in Transition

While PowerPC applications running in Rosetta are Mac OS X's new software legacy, it's obvious that Apple decided to simply cut off support for the Classic Environment partly due to the requirement of having the hardware PowerPC to 68000 emulator on the logic board of the new Intel Mac, something that probably wouldn't exactly "fit in" with the heavily Intelengineered chipset. Also, the complexity of a two-layer Rosetta to PowerPC to 68000 emulation food chain was probably too much for Apple to support, and no doubt would be slow as molasses under the right circumstances. So, no Classic for my MacBook. However, I still need to occasionally use ResEdit (which has never been updated for Mac OS X). After all, when creating disk images for software distribution with an embedded EULA (End User License Agreement), Apple still recommends using ResEdit to embed the agreement in the disk image, even



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Project	URL	Platforms	Mac OS Version
Mini Vmac (old school fun and games)	http://minivmac.sourceforge.net	Linux X86, Mac OS X (Universal), Mac OS 9 (PPC and 68000) Windows and Pocket PC.	Up to 7.5.5 with no network support. Sound works great.
Mac-on-Linux (Classic Environment for Linux PPC)	http://www.maconlinux.org/	Linux PPC	Mac OS 7.5.2 to 10.3.3. Needs an emulator component. Not much promise here.
PearPC (The Open- Source Great Hope)	http://pearpc.sourceforge.net	Windows, Platform Independant	Will eventually run Mac OS 9.2.2 in a solid virtual machine, as it currently runs Mac OS X 10.4
Basilisk II (O-L-D) but still kicking.	http://basilisk.cebix.net/	Linux, Solaris, FreeBSD, IRIX, BeOS, AmigaOS, Windows NT	Emulates a 68000 series Mac, so it won't run anything above Mac OS 7.5.5. Has color and network support.
SheepShaver (Think ShapeShifter, somewhat viable. Needs work.)	http://sheepshaver.cebix.net/	Linux PPC, Linux X86, BeOS, Darwin/PPC	Runs up to 9.0.4 with sound and color. LAN support.

Table 1.

though there's other excellent and elegant solutions, such as DropDMG http://c-command.com/dropdmg, it would be nice to be able to use ResEdit. I also am the proud ornery owner of Apple's last great Laser Printer, the LaserWriter 8500, which can only be configured by the Apple Printer Utility, which, of course, only runs in Classic and with Appletalk, and of course there's still an occasional Classic utility or two I need to run, just to feel "connected" with my Mac past.



Figure 2. No Classic Applications Allowed.

As easy as it is to find an emulator open-source commercial emulator to run Windows or Linux on a Mac OS X computer, it's no easy task to find a decent Classic Mac OS emulator that runs on top of an Intel processor that can support Mac OS 9.2.2 with access to all hardware resources, such as the sound manager and Open Transport. There have been several for Linux and Windows, but none have been under heavy development since the advent of Mac OS X, other than Mini Vmac, which only supports Mac OS 7.5.5 and lower, while others have been abandoned altogether. Here's the short list of possible Classic stand-ins I've found, and a quick synopsis of their current state of development: (See Table 1.)

Mini VM

It's easy to see that many of the Classic Mac emulation solutions are pretty long in the tooth, or at least emulate versions of Classic that really old. MiniVmac emulates a Mac

Plus nearly perfectly, and at an amazing speed (it's a Universal application, and includes a necessary CPU throttle to slow it down so it's useable). It also requires a hardware ROM dump from a Mac you "currently own," a tricky legalism leftover from the beige box days that must still be obeyed. MiniVmac really gets the job done, if your Classic needs are frozen at Mac OS 7.5.5. Once in a while, I'll stumble across some specialty application or display still run by a Classic Mac, such as an SE/30 or a Mac Plus. Such a setup screams for a Mac Mini, yet the current Minis have Intel inside. It's even possible to run MiniVmac off a keychain drive. As such, MiniVmac is almost a perfect solution for such a need on an Intel Mac Mini, even if sound is necessary, unless access to a network or some other type of serial-port driven controller is necessary. If that's the case, only the real thing will do. MiniVmac also features a full-screen mode, so you can work with Clarisworks 1.0 on a LCD projector! To get started with MiniVmac, visit http://minivmac.sourceforge.net. Getting up and running with MiniVmac is easy, there's even starter disks available.

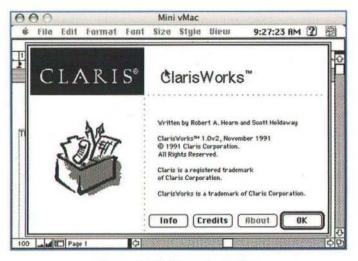


Figure 3. MiniVmac in Action.

A Partridge in a Pear Tree

However, it's PearPC that holds out the greatest promise here, as soon as it gets the necessary virtual hardware support to run Mac OS 9. After all, it's PearPC that was the first Mac OS X on X86 solution, running the entire PowerPC install in a sloooooow emulator, all but unusable except for on the fastest PCs, which now look a whole lot like the fastest Macs. For running Classic, however, it's pretty clear that performance would be more than acceptable. As a matter of fact, because the PearPC code is platform independent, a few more tweaks could make it a serious Open-Source challenger to other commercial VMs with or without an emulator. As soon as PearPC gains OpenBios support, it will very likely boot Mac OS 9 as well as Mac OS X. Keep an eye on the action here at the PearPC community forum: http://pearpc.net.

Counting Sheep

As of today, the only way to emulate a Mac running OS 9 or higher on a new Mac with an Intel processor is SheepShaver, an oldie but goodie that grew out of the Basilisk II emulator project. Orginally, SheepShaver (which gets its name from "shape shifter") was to be a solution for running Mac OS Software on BeOS systems. It's an interesting historical tidbit that Gilbert Amelio once considered acquiring BeOS to replace the Classic Mac OS, but eventually settled on OpenStep, and bringing Steve Jobs back to Apple. The rest, as they say, is history. SheepShaver has survived as a little-used Classic emulator, but now with the emergence of Macs with Intel processors, it's gaining more attention. I just wish someone would make a new icon for the program! Getting started with SheepShaver starts off with a trip to: http://www.gibix.net/ dokuwiki/en:projects:sheepshaver>, where the "experimental" port to Mac OS X for Intel lives. Please note that getting SheepShaver going, currently requires access to a PowerPC Mac with Classic installed, and a Mac OS 9.0 or 9.1 install CD. Mac OS 9.2.2 is not going to work with the current port of SheepShaver.

 After downloading SheepShaver, download the Mac_OS_ROM_Update_1.0.smi from Apple's support site





- 2. Download a copy of TomeViewer from http://macupdate.com
- 3. Extract the Mac OS ROM file, using Tome Viewer
- Create a virgin file system using the DD command: dd if=/dev/null of=sheepshaver.img bs=1024k count=number of megabytes you want
- Next, you'll have to create a .sheepshaver_prefs file and populate it with the proper settings. here's the contents of mine:

extfs / windowmodes 7 screenmodes 0 seriala /dev/cu.Bluetooth-Modem serialb /dev/null bootdrive 0 bootdriver 0 ramsize 167108864 frameskip 8 gfxaccel true nocdrom false nonet false nosound false nogui false noclipconversion false ignoresegv false pollmedia true iit true iit68k false keyboardtype 5 keycodes false mousewheelmode 1 mousewheellines 3 dsp /dev/dsp mixer /dev/mixer ignoresegv false idlewait true rom /Users/dean/SS/MacOSROM extfs /Users/dean/SS/shared disk /Users/dean/SS/ss.img ether slirp

Make sure, all of the disk and ROM files are in the proper locations, insert a Mac OS 9 install CD, and if all goes well, SheepShaver will start up off the CD. In which case, you're going to need to format the raw disk you created, using the dd command and install Mac OS 9 onto it. If all goes well, you'll be running Mac OS 9 in no time. You'll also have access to files outside the SheepShaver VM. Just don't expect the networking to work well, and expect some (OK a lot) of System Errors.

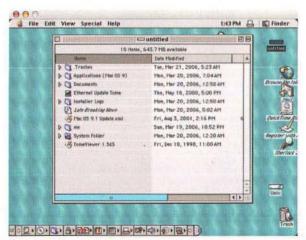


Figure 4. Mac OS 9 Desktop from SheepShaver.

If you still rely on Classic software solutions for your day-to-day work, it's best not to give up your PowerPCbased Mac right now. Better yet, if you have a missioncritical solution such as a database that can't be easily converted to a Mac OS X version, (yes there are some out there that have no easy upgrade path), then it's probably a good idea to upgrade your hardware to brand-spanking-new PowerPC metal, while it's still available, because when they're gone, they're gone; or start a transition/migration project right now. Eventually, a solution with commercial support will appear that allows Intel Mac owners to work with Classic software, but it's most likely going to be an entire virtual machine (think Virtual PC), rather than a transparent environment sharing the Desktop like it is in the PowerPC version of Mac OS X, and might even take as long as six months before it becomes a useable solution. So, until the pears ripen or the sheep are more closely sheared, no Classic for you!

Boot Camp: Apple Does Windows!

My MacBook slices through the most complex computing tasks using the Xcode GCC compiler. It dices the most frilly web pages and roasts its PowerPC-based predecessor in sheer boot speed. But its real promise lies in the potential compatibility with Windows and Windows applications, as well as Red Hat Enterprise Server, and with virtualization products like VMWare, which would allow for multiple i386 OSes running on the same piece of hardware. When it came to running Windows, of course, the real allure of ordering an Intel-based Mac was simply "the possibilities."

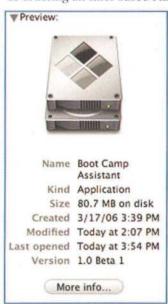


Figure 5. Boot Camp Assistant.

Well, the possibility is now a reality. Apple's Boot Camp software is an official (but unsupported) public beta of a dual-boot solution that just plain works. Get the Boot Camp Public Beta installer at http://www.apple.com/macosx /bootcamp>; it's megabyte download. To install Boot Camp, simply update your Intel-based Mac to Mac OS X 10.4.6 and apply necessary firmware update. You also need at least 10 gigabytes of free space a blank recordable CD, and a genuine retail (not OEM) copy of Windows XP Service Pack 2, Home or Professional Edition.

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Assistant, and use the blank CD you set aside to create a driver disk so that when you install Windows XP, all the hardware will work properly:

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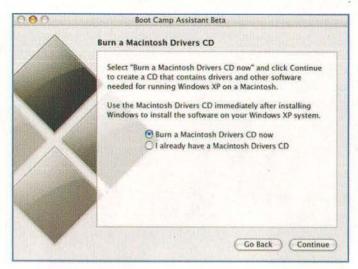


Figure 6. Boot Camp - Burn Driver Disk.

It's very clever how the Boot Camp Assistant prompts you to create a driver disk, so that you have it handy when it comes time to install Windows XP. Next, you'll have to decide how much space from your hard drive you want to dedicate for Windows, and Windows Software. Again, Apple couldn't have made this any easier. No reformatting required. However, a backup of critical data at this point couldn't hurt.

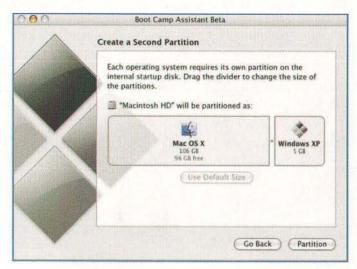


Figure 7. Create Boot Camp Partition.

Finally, we have the ability PC users have had for ages: the ability to split, and then resize live partitions without a reformat and backup. It seems that this is something that the new GPT (GUID Partition Format) allows for, that the venerable APM (Apple Partition Map) format didn't natively support. In checking the Disk Utility Application, I saw nothing new, but in checking the diskutil command in Mac OS X 10.4.6, I noticed something that might hint at abilities, much like the Boot Camp Assistant in future Apple OS releases:

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macbook:~ dean\$ diskutil Disk Utility Tool Utility to manage local disks and volumes, Most options require root access to the device

Usage: diskutil (verb) (options) (verb) is one of the following: resizeVolume (resize a volume, increasing or decreasing its size)

Once the disk is partitioned, the next step is to start the installation of Windows XP, followed by the driver's you burned onto the CD a minute ago. Once you've successfully booted off the Windows XP installer, entered your product key, and installed the drivers from the disk, you're ready to rock and roll. To start up from Windows XP, all you need to do is hold down the option key at startup, and choose the right partition:



Figure 8. Choose Windows or Mac OS X Boot Disk (Option Key).

Of course, this would be quite a pain in day-to-day use (dual-booting, though a nice capability, is awkward enough on its own). Apple, though, in staying consistent with its incomparable design philosophy and end-user touch, makes certain tasks like picking a boot disk a joy.



Figure 9. Selecting Windows Boot Disk From Startup Disk.

However, there's been a lot of talk about using the Boot Camp partition with other virtualization solutions such as Virtual PC for Intel Macs (when it comes out). That would truly be the best of both options, as they say: boot into Windows XP natively when you have the need for full access to the hardware (like for gaming), or use a virtual machine with the same partition when you just want to use a Windows program for a little while. I am currently looking for two matching USB joysticks with strong suction cups, so I can attempt to fire up my old DOS-based Williams Arcade package, and fire up Robotron, on my Mac! Woohoo!



Figure 10. The Boot Camp Partition/

A Closer Look at the VMs: Virtual PC et. al.

Although I had some flirtations with the PowerPC builds of (http://bochs.sourceforge.net) http://fabrice.bellard.free.fr/gemu. Virtual PC had the details down that the Open-Source Virtual machine contenders couldn't seem to pull off consistently: a graphical interface for configuring the virtual hardware, and hardware compatibility that was unmatched. Networking and USB support actually worked to the extent where you could sync a PocketPC with it with the emulated Windows System, or safely join a Windows domain. Multimedia applications worked as expected, albeit slowly. On the flipside, Open-Source emulators like QEMU performed reasonably quickly, but installing Windows on QEMU was a crapshoot, sometimes it would work, sometimes it wouldn't. Reading from the CDROM drive was inconsistent. A kernel extension was required for networking support. USB support, fahgetabahit! Sound? No way! Bochs, although it was more consistent, was difficult to configure, and was so slow, it was almost useless. Both Bochs and QEMU can be somewhat difficult to configure, though recently that's changed, especially for QEMU. There's been a company (who I won't name) who's developed a GUI for Bochs and QEMU, and has sold it as a commercial product. Read the rest of this article carefully, and note that I don't review that solution. That's an intentional omission.

Over the years, it has been Virtual PC (originally developed by the magical Mac OS hacking company Connectix of Virtual Playstation fame), now a Microsoft Product, that became the gold

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standard for running any guest OS, which required the i386 architecture on a PowerPC-based Mac. Five years ago, I used to travel around the country delivering IT training courses, including Mac OS Troubleshooting and Networking, Windows NT Server, and Novell Netware. I used to teach *all* of the workshops using two PowerBook G3s running Virtual PC 3.0. I even developed the habit of covering up the white Apple logos on the back of the PowerBook with yellow stickies, and then pulling them off (ta-da!) in the middle of the training to stunned gasps, "I didn't know Mac could do *that*." If anyone remembers, Apple's adoption of the G5 processor slowed down the pace of Virtual PC development because the PowerPC G4 processor supported something called "Pseudo little-endian mode," which the G5 didn't, causing a sixmonth delay before the release of Virtual PC 7.



Figure 11. Virtual PC Icon.

Now that Virtual PC 7 has been out for over a year, it's fair to characterize it as a pretty awesome combination of emulator and virtual machine, with a long track record going back to 1998, and successes far beyond that of most mortal software. And you'd think, with Apple switching to Intel processors, that Virtual PC

might have finally run its course as a solution, and may now find itself an end-of-life software product. But, quite the contrary is true. Virtual PC, because of its mindshare and incredible polish as a program, is poised to become the premier Windows-on-Mac OS X solution. Even its familiar brand name is comforting to the end

user. Installing Virtual PC is a snap, as it comes with a license for Windows XP Professional, all set up and ready to go. As far as performance goes, you couldn't ask for anything more from a big endian to little endian emulator. It even has touches like a Windows "Start" menu that sits in the Dock.

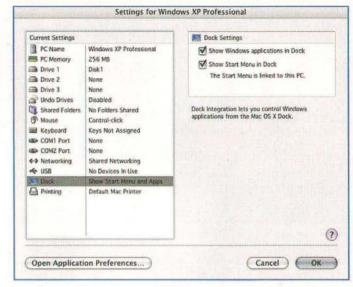
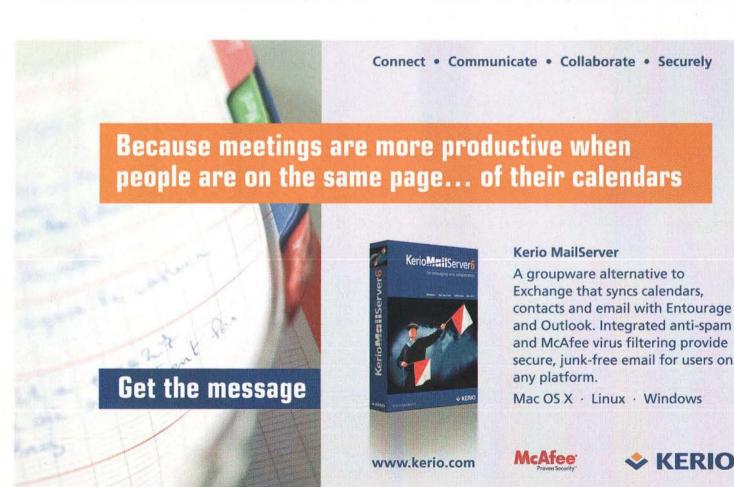


Figure 12. Virtual PC VM Settings.

Installing Virtual PC is a snap, simply insert Install disk one, start the installer, insert install disk two, and follow the prompts. As a matter of fact, it's quicker to install Windows XP



Professional under Virtual PC than it is on most real PCs. Performance is a bit "heavy," due to the emulation, but highly acceptable on my dual G5 2.0 ghz with 2 gigs of RAM, as long as I stick to productivity applications, and not games or anything involving sound or video. However, when sound does emanate from Virtual PC, it comes out in full synthesized stereophonic glory, not some ratty 8-bit distorted groan other emulators have been known to make. Likewise, everything simply works as expected, from the virtual hard disks that grow when they need more space to the virtual access to the file system on the host Mac itself. It's impossible to find any rough edges on Virtual PC.

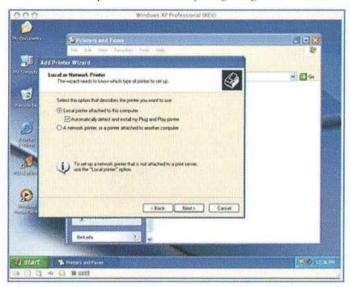


Figure 13. Virtual PC on Mac OS X (PPC).

Although Microsoft has lost the race to market to the opensource Q and Parallels (read on), VPC for Intel Macs may be worth waiting for, as it'll have a polish and finish other solutions might not, not to mention the stellar reputation and support system of the world's largest software company behind it. One look at the Virtual PC for Mac device compatibility chart at Microsoft Mactopia: http://www.microsoft.com/mac, and it's easy to see why VPC is worth waiting for. Anyone who says Microsoft has "lost the Mac emulation race", hasn't seen this. We'll all be the winners for the extra competition, no matter what happens. Microsoft already has its popular Virtual PC for Windows product. which could be ported to run on Mac OS X for Intel. One the other hand, it might be easier for Microsoft to port Virtual PC for PowerPC to Mac OS X for Intel, and simply drop the emulation component, keeping the virtual machine. Currently, Virtual PC for Macintosh simply won't run on the new Intel Mac hardware.

Windows VM for Free? Caveat Emptor.

Well, possibilities become realities, and now I'm happy to report that three former Open-Source emulation projects now support Mac OS X for Intel natively. Why "former" emulation projects? Because in the case of each one, the need for instruction-level endian emulation has been alleviated by the compilation on and for the new Intel Macs. However, not all "free" Open-Source emulation solutions are created equal, and in one case, it's quite clear that a commercial variant is not a whit better than its free counterpart.

First, Q:

The Q http://www.kberg.ch/q project adds a nice GUI and Assistant to the QEMU http://fabrice.bellard.free.fr/q emulator I've been using for the past two and a half years. Q is about as close to Virtual PC as I've seen, and for an open-source project, my hat is off to the developers. Performance is also excellent. They've done away with the need for the tun/tap kernel extensions that older versions of QEMU required, so that the networking just works, with no further fuss.

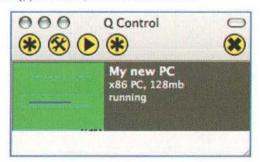


Figure 14. Q VM Control

Installing Windows XP Professional on Q simply won't work at the time of writing this article, because of some incompatible interactions between the installer and the emulator. For now, you have to install Windows XP Professional and Service Pack 2 on a

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PCC running Q (yes, it runs on PPC hardware too, just slower), and move the VM (in the QEMU folder in ~/Documents) over to an Intel Mac), and then you're in business.

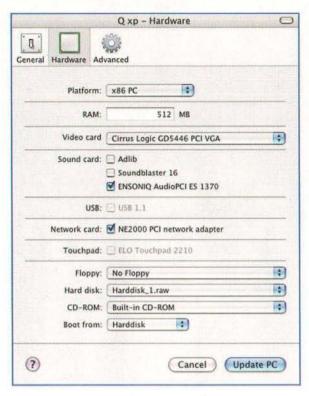


Figure 15. Q VM Settings.

As it stands now, Q on Intel Macs is highly useable, and much faster than VPC on a fast G5. It even allows access to the Mac's files system when running, something that Parallels (see below) doesn't yet support. However, it's quite clear from running Windows XP with Boot Camp that Q (and QEMU) does eat up a lot of processor cycles, doesn't multitask well, and doesn't have graphics acceleration (meaning no widescreen modes), and no sound. However, it's come so far in the last year and a half, I wouldn't be surprised if Q didn't become a standard solution for many power users, and of course for the occasional use of a Windows accounting program or Access 2003, it's impossible to beat Q's price.

Second, Parallels:

A newcomer to the Mac OS X (and Linux, and Windows) VM scene is Parallels workstation. As far as I know, Parallels is strictly a Virtual Machine, and includes no emulator. However, even in its current public beta form, it's obvious that Parallels is already a highly mature product, and a serious contender for the VM title.



Figure 16. Parallels Workstation Logo.

Working with Parallels workstation yielded some pleasant and not-so-pleasant surprises. First, Windows XP Professional booted up normally, but failed to read several critical files during the installation process. I found that disabling the hardware acceleration during the installation process, allowed the installation to proceed and finish. Also annoying was Parallels' inability to recognize an optical disk inserted after the VM was booted, or release that disk until the VM was shut down. Also, Parallels currently has no method for sharing files with its host OS, something that needs to be resolved sooner rather than later. Also, the interface for configuring the Parallels virtual machine is rather un-Mac-like, compared to Virtual PC and even Q. It also contacts two kexts (kernel extensions), and did cause a kernel panic once when switching video modes.

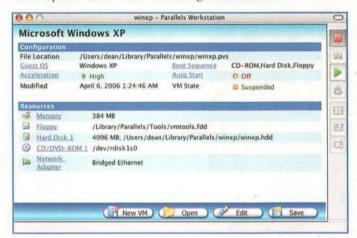


Figure 17. Parallels VM Configuration.

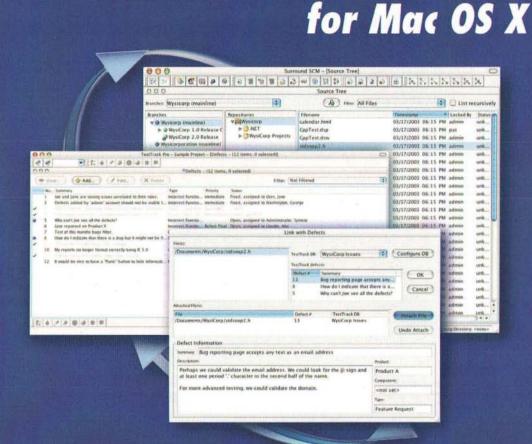
On the plus side, Parallels is fast, very fast. It takes advantage of hardware acceleration for virtualization technology built into some Core Duo processors (supposedly the iMac and MacBook *bave* this capability while the Mac Mini does not). The graphic acceleration is also much better, supporting widescreen modes that match the MacBook Pro and the iMac. The price (\$50) is also right, though Parallels seems very much like a Beta right now. However, if the developers can perfect Parallels, I'd imagine they could easily charge \$100 per seat. By the way, don't try using the Boot Camp video drivers with Parallels (someone has already tried that, and well, it hosed their VM), and it's probably not a good idea to try booting Parallels off of the Boot Camp partition—yet.

Third, Darwine:

In my January MacTech column, I flagged Darwine http://darwine.opendarwin.org as the project to watch. Well, in between MacWorld and this writing, the Darwine project released its first build with native i386 support for Mac OS X. Currently, Darwine is too rough (I'd say Alpha quality at best) for production use. However, it's easy to see the promise of Darwine—applications launch instantly and respond more quickly than in any VM. However, to get

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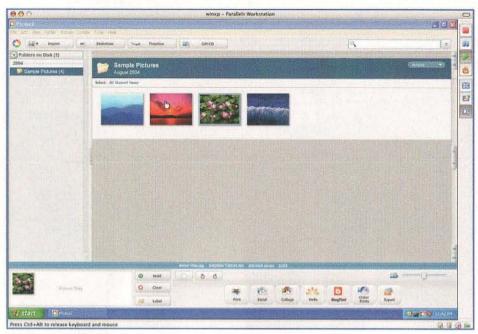


Figure 18. Parallels, Windows XP Professional, and Picasa.

Darwine installed properly, requires a lot of command-line tweaking (and crashes a lot), so I'm going to hold off on covering it in depth until it stabilizes, probably in three or four months at a minimum. For now, here's a screenshot to tantalize you:

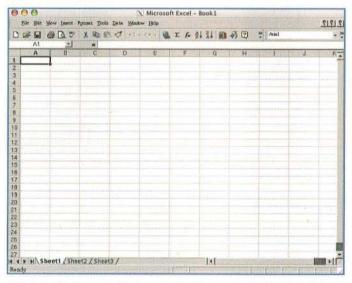


Figure 19. Microsoft Excel 2000 Running Under Darwine.

So What Does This Mean for the Big Picture?

In my January MacTech column I wrote:

And Apple knows where Microsoft's bread is buttered as well. A company with an open-minded CTO who

loves open-source and the quality and security of Mac OS X on Apple hardware may realize that deploying XServe G5s would save his company a bundle in annual CAL payments, but cannot even begin to consider putting a Mac OS X computer in his employee's cubicles until a critical database front end, created in some Windows-specific IDE like Powerbuilder will run under Mac OS X.

Well, we're getting closer and closer to that reality. Most Mac Consultants and Admins that I know, are currently running some form of Windows compatibility solution on their MacBooks, iMacs or Minis with Intel processors, where just a year or two ago they might have echoed Apple's party line of "we don't do Windows." With

Apple's assertion that it "wouldn't do anything to anything to prevent people from using Windows" on Intel Macs after the transition announcement at WWDC last June, it's very telling that Boot Camp was released so soon after the new Mac hardware. It can't be coincidental. The next generation of Xserves, and the availability of VMware ESX server will tell another story. Many people realize that the battle to displace Microsoft solutions from the Enterprise, Consumer and Education markets cannot necessarily begin with marketing the advantage of Mac OS X over Microsoft Windows, but the advantages (and now flexibility) of owning a Macintosh computer. Apple's not going after Microsoft's software business, but the hardware businesses of Dell, HP and IBM. The message is crystal clear: "One operating system isn't good enough anymore. One computer or server is."

MI

About The Author



Dean Shavit is an ACSA (Apple Certified System Administrator) who loves to use a Mac, but hates paying for software. So each month he's on the hunt for the best Open-Source and freeware solutions for OS X. Besides surfing for hours, following the scent of great source code, he's a partner at MOST Training & Consulting in Chicago, where he trains system administrators in OS X and OS X Server, facilitates

Mac upgrade projects for customers, and writes for his own website, <www.themachelpdesk.com>. Recently, he became the surprised father of an application: Mac HelpMate, available at <www.machelpmate.com>. If you have questions or comments you can contact him: <dean@macworkshops.com>.

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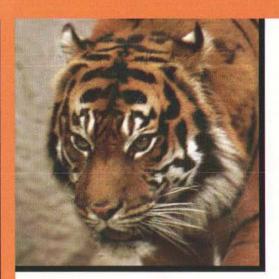


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TWEAK TIGER'S TFTP

BY AARON ADAMS

As the networking infrastructure guy, I occasionally have the need to update hardware or backup settings using the TFTP protocol. Tweaking TFTP in Panther required editing a file in /etc/xinetd.d/ that no longer exists in Tiger since xinetd has been deprecated in favor of launchd. No worries, however, because you can make TFTP work in Tiger. It's just that the steps to get there are a bit different. It requires use of the Terminal, but you're good enough, you're smart enough, and... we'll just leave it at that.

Tiger starts the TFTP service based on settings specified in the file /System/Library/LaunchDaemons/tftp.plist. That file contains the command to start the daemon and the optional switches associated with it. By default, the only switch in the plist file is -i /private/tftpboot, which is separated out into two individual program arguments, but is logically a single option. According to the man page for tftpd, the -i option means "Enable insecure mode, no realpath". In all honesty, I'm not sure what that means precisely, but it sounds like no filesystem path is assigned to where TFTP can read and write files. We can fix that.

The first thing to do is make a backup copy of the original tftp.plist file because if bad things happen, we want the ability to start over clean. In the Terminal, copy it with this line:

sudo cp /System/Library/LaunchDaemons/tftp.plist
~/Desktop

Let the editing begin!

sudo nano /System/Library/LaunchDaemons/tftp.plist

Find this line:

<string>-i</string>

and replace -i with -s. Find this line:

<string>/private/tftpboot</string>

and replace it with

\string>/path/where/you/want/files/saved\/string>

(/Users/yourname/Public might be a good choice.)
Press control-x to exit and save the plist file.

Start up the TFTP server: sudo service tftp start

If you're using Mac OS X's built-in firewall, be sure to open UDP port 69.

TFTP is purposely a dumb protocol. It requires no authentication, so it can't create files and can only write to files that are publicly writable. So before any data can be saved via tftp to a file, that file has to be created and made publicly writable at the local machine by the user.

To create a file:

touch /path/to/file.name

And then to make it publicly writable:

chmod 777 /path/to/file.name

After a hard day of TFTPing, the service can be stopped with:

sudo service tftp stop

MI

About The Author

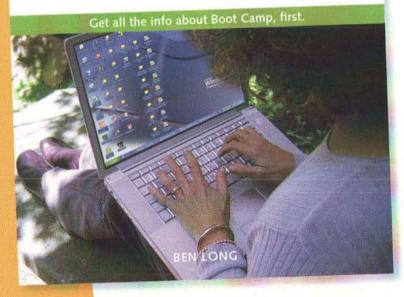
Aaron Adams is a Mac consultant and network whipping boy located in Dayton, Ohio. You may also remember him from Apple's "Switch" campaign a few years ago. You can e-mail him at aaron@aaronadams.net.



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KoolTools

ATEN's MasterView Max (CS1758) KVM Switch

The Differences in KVMs

When MacTech moved offices last year, we were looking for ways to consolidate the number of servers that we had, as well as the amount of electricity being used in the setup. One of the easiest ways to do this, is a KVM ... a keyboard/video/monitor switch.

There are a wide variety of vendors out their that make KVMs. We've found that there are a few reasons to choose one vendor over another: speed, quality, and features.

Speed may seem like an odd thing to apply to KVMs, but if you are the impatient type, you want a KVM that is responsive. That's just one of the differences between the cheap KVMs that you may see, and a professional grade KVM.

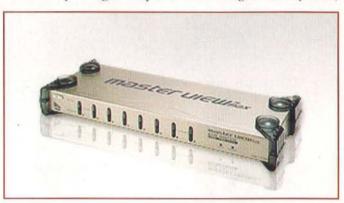
Since we wanted to have the ability to have non-Macs in our server room, we wanted to make sure that we could handle not only a USB interface, but also PS/2 for keyboards, etc... For this reason, we selected the ATEN product. ATEN does a great job of supporting the multiple interfaces through their cables. They all connect the same way to the back of the KVM, but the other end of the cable is a USB or PS/2 connector as appropriate.

One of the other nice features of the ATEN product is the ability to do on-screen programming, so that you can identify the machine you are working with. For example, if you press switch 3, you want to know that, that is your "FileMaker Server", and as a result, you can have that display on screen. You'll see more about On Screen Display below.

There are other features like auto-scans, where you can have the KVM go from one machine to the next on a time interval. The ATEN products do this, and other features very well.

Specifics

Eight-port MasterView Max (CS1758), is a multiplatform KVM (Keyboard, Video, Mouse) switch that enables control and access of up to eight computers from a single USB keyboard,



USB mouse, and monitor console. MasterView Max allows system administrators to do away with expenses and efforts involved with redundant hardware, providing them with the option of configuring up to 63 additiona CS1758s, in a threelevel arrangement, to control up to 512 computers from a single console. The multi-platform support, facilitates control of Macs,

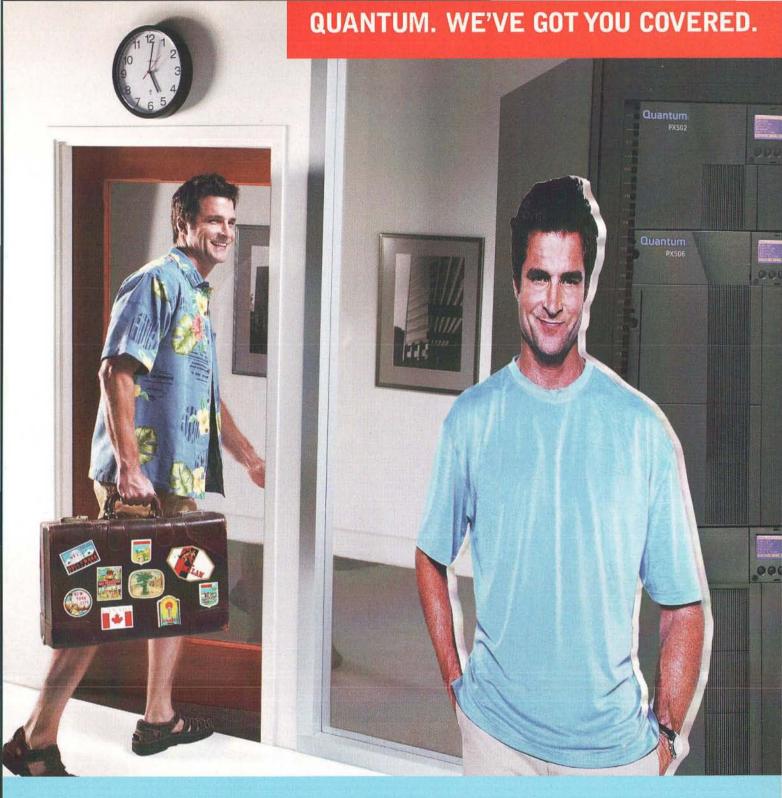


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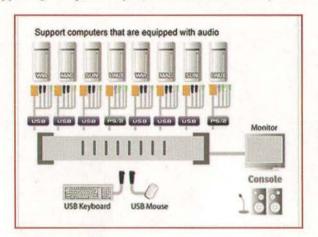
With shrinking backup, recovery and archive windows, most IT Professionals protect their data after normal business hours and on weekends – the times when you would rather not sit around watching a tape library. Our PX500 Series redefines value in rackmount tape automation with enterprise-class features, high density and market-leading investment protection. And our superior performance, reliability and support allow you to have a normal life – with vacations. To find out how Quantum's got you covered with our new PX500 Series, call 866-827-1500 or visit us at www.quantum.com.

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PCs, Sun Solaris systems, or Linux-based systems, by a single KVM switch. MasterView Max extends multi-platform support by supporting the special keys on both Mac and Sun keyboards.

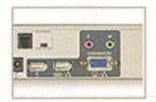


MasterView Max also features Multimedia keyboard support (volume up/down, mute, and pulse), and audio that allows users to enjoy music while working. A single microphone can be used to provide input to all computers, and a single set of speakers can be used to listen to audio output of each computer.

MasterView Max features ATEN VSE technology, which provides video resolution of up to 2048 x 1536. The built-in AutoScan mode lets users monitor every attached computer at regular intervals of time. While AutoScan mode is active, ordinary keyboard and mouse functions are suspended - only

AutoScan compliant keystrokes, and mouse clicks can be input. User must exit Auto Scan mode in order to regain normal control of the console.





MasterView Max provides three ways to access computers connected with it:

- Push button port selection switches located on front panel of the unit.
- 2) Entering keyboard Hotkey combinations.
- 3) Selecting from menus provided by the OSD.

Hotkey port control function allows control and configuration of switch from the keyboard. All hotkey operations begin by invoking Hotkey Mode. An alternate set of Hotkey Invocation keys is provided, in case the default set conflicts with programs running on the computers.

On Screen Display (OSD) functions, allow assigning of a unique name to each computer and accessing it via a menudriven interface. OSD can also be used to rapidly switch to any port; scan selected ports only, designate a port as a Quick View Port, create or edit a port name, or make OSD setting



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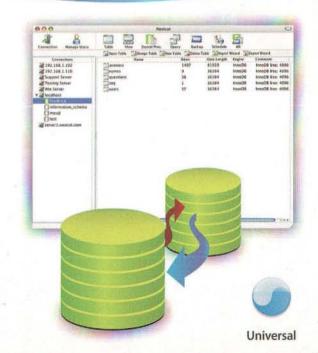
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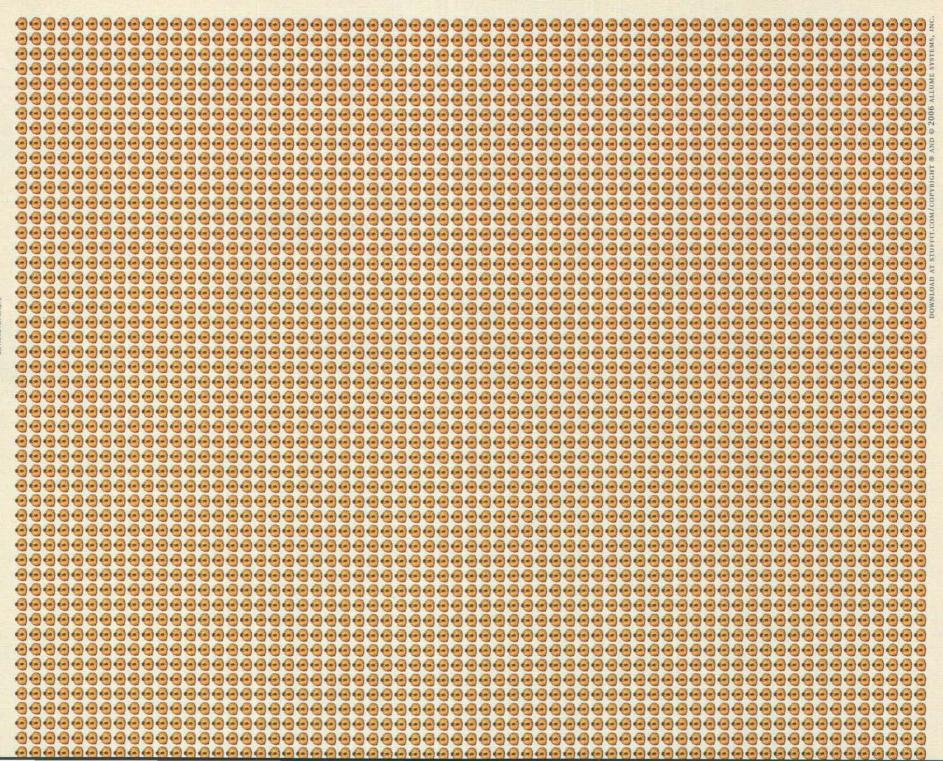
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adjustments. OSD incorporates a two-level (Administrator/User) authorization system. Before the OSD Main Screen comes up, a dialog box appears that asks users to provide Username and Password. If the Password Function has been set, the user must provide them in order to access the OSD Main Screen.

Physical Case

MasterView Max is designed for both desktop and rack mounting, and it comes with 1U, 19- inch rack-mountable casing and status-monitoring port LEDs. 8 orange LEDs indicate that the computer attached to the corresponding port is online, whereas 8 green LEDs indicate that the computer attached to the corresponding port, is the one that has the switch focus. A separate power LED, lights up to indicate that switch is receiving power.

MasterView Max employs USB keyboard and mouse for the console, but the dual interface support allows users to connect both PS/2 and USB computers, on the same switch, with the option of connecting the switch to computer with PS/2 connectors, or USB connectors, depending on the cable used to link the switch to the computers. Dual interface support is available for PC compatible systems only. MasterView Max is compatible with Mac OS8.6 or higher, Windows 98SE / ME / 2000 / XP, and Solaris.

Setting up MasterView Max is easy, as it requires plugging cables into their appropriate ports, with no software to be configured and no installation routines to be executed. MasterView Max is hot pluggable and it detects device change, allowing adding or removing computers for maintenance, without powering down the switch. MasterView Max is firmware upgradeable through flash ROM, and it supports complete keyboard emulation for error-free booting. Firmware upgrade is achieved by using a Windows-based Firmware Upgrade Utility (FWUpgrade.exe). We have not seen a need yet to do this, so not having Mac support here was not a big issue.

MasterView Max supports CPU connectors including 8 SPDB15 Female for keyboard, mouse, and video, and 8 microphone and stereo ports for audio. MasterView Max has operating temperature range of 0 to 50 degrees C, operating humidity range of 0 to 80 percent RH, storage temperature range of minus 20 to 60 degrees C, and power rating of DC 5V, 3.4W, 2.6A.

MasterView Max package comprises of 1 8-port KVM switch, 1 power adapter, 1 rack mount kit, 1 firmware upgrade cable (RJ-11 socket), user manual, and quick start guide.

For more information visit: http://www.aten-usa.com/

Current Retail Price: \$499.95

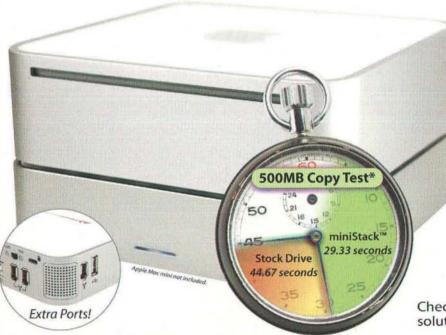
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AN INTRODUCTION TO SCRIPTING FETCH

or the past several months, we have discussed ways to store and access data from AppleScript. We have talked about script properties, property list files, scriptable database applications, and more. In this month's column, I'd like to switch gears, and talk about a great application that I have been scripting quite a lot lately. That application is Fetch.

Fetch is a popular FTP/SFTP client for the Macintosh. It is a commercial application, and a demonstration version is available for download from the Fetch Softworks website at http://www.fetchsoftworks.com. If you do not own a license for Fetch, then I encourage you to download a demonstration version, so that you may follow along with the various example scripts throughout this month's column.



Figure 1. Fetch's Well-Known Icon

All of the example code that we will discuss was written and tested with Fetch version 5.1b2. As when scripting any application, if you are using an older or newer version of Fetch, then you may notice some differences in the AppleScript terminology. If this occurs, please refer to Fetch's AppleScript dictionary for guidance in determining the proper syntax to use.

Connecting to a Server

The first thing that we are going to discuss, is the process of connecting to a remote server. For my testing, I

enabled incoming FTP access in the *Sharing* system preference on another Mac OS X computer, on my local network. However, I could have just as easily chosen to access a remote server, such as the one hosting my website, or one of a client. For your testing, if you have a second machine running Mac OS X, then you can enable incoming FTP access (you'll probably want to ensure that your network is secure, or enable a firewall prior to doing this) for testing. Otherwise, you will need to find a server that you can access remotely via FTP or SFTP.

Making a new server connection in Fetch, is done by creating a new window, called a transfer window. See figure 2.



Figure 2. A Transfer Window Connection

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Creating a transfer window is done with the use of the make command, as demonstrated in the example code below. You will want to replace my example IP address, username, password, and initial directory with ones that are relevant to the server to which you are attempting to connect.

set theServerAddress to "10.0.1.3" set theUserName to "myUserName" set thePassword to "myPassword" set theDirectory to "Documents/FTP Main/"

tell application "Fetch" make new transfer window at beginning with properties lhostname: theServerAddress, username: theUserName, password: the Password, initial folder: the Directory | end tell

-> transfer window id 120663408 of application "Fetch"

As you can see from the code above, the result of making a new transfer window is a reference to the newly created window. Notice that the window is referenced by its ID. As you navigate to different folders on the remote server, the transfer window's name will change. Therefore, to refer to the newly created transfer window again later in your code, you may want to capture this result in a variable. For example:

tell application "Fetch" set the Transfer Window to make new transfer window at beginning with properties [hostname:theServerAddress. username:theUserName, password:thePassword, initial folder: the Directory) end tell

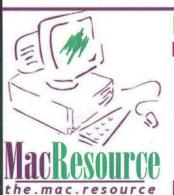
When a transfer window is made, its default authentication type is FTP. However, you may explicitly specify that a different type of authentication be used, such as SFTP. This can be done by specifying a value for the transfer window's authentication property, when the transfer window is created, as the following code demonstrates.

tell application "Fetch" make new transfer window at beginning with properties [hostname:theServerAddress. username:theUserName. password:thePassword, initial folder:theDirectory, authentication: SFTP) end tell

As previously mentioned, one way to refer to a transfer window in the future is to do so by setting a variable to the result when making a transfer window. This variable would include a reference to the transfer window using a unique ID. If you are working with an existing transfer window, you can find out its unique ID with the use of the following code:

tell application "Fetch" id of front transfer window end tell -> 120663408

Once you have a window's ID, you can refer to it later by that ID. For example: tell transfer window id 96356736 - Add Code Here end tell



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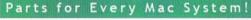
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You may also have the need to retrieve the name of a transfer window. However, as mentioned before, the name of the transfer window will change if you open a remote folder.

```
tell application "Fetch"
  name of transfer window 1
end tell -> "10.0.1.3 - FTP Main"
```

You can also refer to a transfer window by its index, or front to back order. For example, the following code would target the frontmost transfer window, which has an index of 1.

```
tell transfer window 1
  - Add Code Here
end tell
```

Throughout this column, all of my example code will target a transfer window by its index.

Working with Remote Items (Part 1)

Now that we have discussed connecting to a server, let's begin to look at ways to interact with the remote items on that server. First, let's turn to remote folders.

Suppose you want to create a remote folder on the server. First, you will probably want to determine if the folder already exists. To do this, use the exists command. For example:

```
tell application "Fetch"
  tell transfer window 1
    remote folder "Job 1000" exists
  end tell
end tell
-> false
```

If the remote folder did not exist, then you can choose to create it. Like creating a server connection, you will use the make command to create a folder. The following example code demonstrates the proper syntax for performing this task. Figure 3 shows an example of a newly created remote folder.

```
tell application "Fetch"
  make remote folder at transfer window I with properties
[name: "Job 1000"]
end tell
```

4 % 6		(2)	a	y	(3)	>2
Back Path Recent	Get	Put	View	Edit	Get Info	-
1 item				As o	of 03/09/2006 09:	09 PM
Name		Kind		Size	Date	
Job 1000		Folder		-	3/9/06	

Figure 3. A Newly Created Remote Folder

Now that you have a remote folder, you may want to open it. To do this, use the open command, as demonstrated by the following code.

```
tell application "Fetch"
  tell transfer window 1
```

```
open remote folder "Job 1000"
  end tell
end tell
```

Note that, after opening a folder, the name of the transfer window will be changed to reflect the currently opened folder. An example of this can be seen in figure 4.



Figure 4. An Opened Remote Folder

Uploading

We will return to interacting with remote items shortly. For now, we will discuss uploading items to the server.

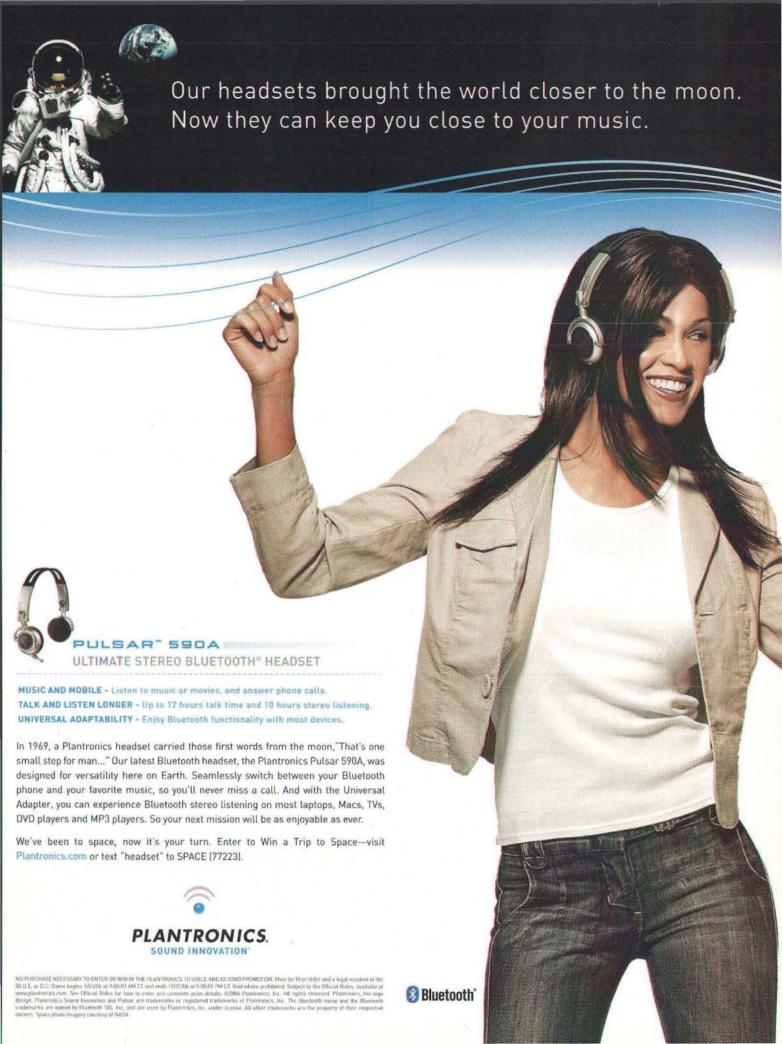
To upload an item to a remote directory, you will make use of Fetch's put into command. The following example code demonstrates the proper use of this terminology. First, it will prompt the user to select a file. It will then upload that file to the currently opened remote folder on the server. Figure 5 shows an example of an uploaded item.

```
set thePath to choose file with prompt "Please select an
item to upload:" without invisibles tell application "Fetch"
  with timeout of 300 seconds
     put into transfer window 1 item thePath
  end timeout
end tell
```



Figure 5. An Uploaded Item

The put into command's only required parameter is the item parameter, which we have utilized in the previous code to indicate the path of the desired file to be uploaded. The put into command also offers the ability to specify a number of optional parameters, which can affect how the item is For example, you might specify the resume parameter if you want to resume a previous upload. Or, you might specify the uniquename parameter, if you want Fetch to automatically assign a unique name to the item if an item with the same name that already exists. For a complete list of the put into command's optional parameters, please refer to Fetch's AppleScript dictionary.



Working with Remote Items (Part 2)

Whether or not you have uploaded items to the server yourself, there will probably be times when you will want, or need, to interact with remote items on a server. See figure 6.

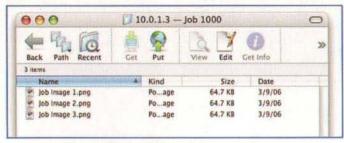


Figure 6. A Folder of Remote Items

We have already discussed how to navigate folders on a server. Now, let's talk about how to get the contents of a folder. The following example code will retrieve the names of every remote item in the currently opened folder.

```
tell application "Fetch"
  tell transfer window
   name of every remote item
 end tell
end tell
  ("Job Image 1.png", "Job Image 2.png", "Job
Image 3.png"
```

NOTE: In the previous code, we referenced every remote item. A remote item can be either a file or a folder on the server. To target one or the other specifically, use either remote file or remote folder instead.

You can also retrieve numerous properties of remote items on a server, such as the remote item's path, modification date, permissions, and more. The following example code demonstrates how to retrieve the size of a remote item, in bytes.

```
tell application "Fetch"
  tell transfer window 1
   size of remote item "Job Image 1.png"
  end tell
end tell
-> 66242
```

As you work with remote items, you may also have the need to delete a remote item. This can be done by using the delete command. For example:

```
tell application "Fetch"
  tell transfer window 1
delete remote item "Job Image 2.png"
  end tell
end tell
```

Downloading

We have covered uploading items to a server. Now, let's talk briefly about downloading items. To download an item, use the download command, and specify a folder into which the remote item should be downloaded. For example:

```
set theOutputFolder to path to desktop folder
tell application "Fetch
 tell transfer window 1
   download remote item "Job Image 1.png" to
theOutputFolder
 end tell
end tell
  (file "Macintosh HD: Users: bwaldie: Desktop: Job
Image 1.png"1
```

As you can see from the previous example code, the download command will result in a list of file references to the newly downloaded items.

Miscellaneous Tasks

When working with a transfer window, whether uploading, downloading, or otherwise, you may want to determine the status of the server connection. This can be done by accessing the transfer window's status property. For example:

```
tell application "Fetch"
  tell transfer window
   status
  end tell
end tell
-> "Connected."
```

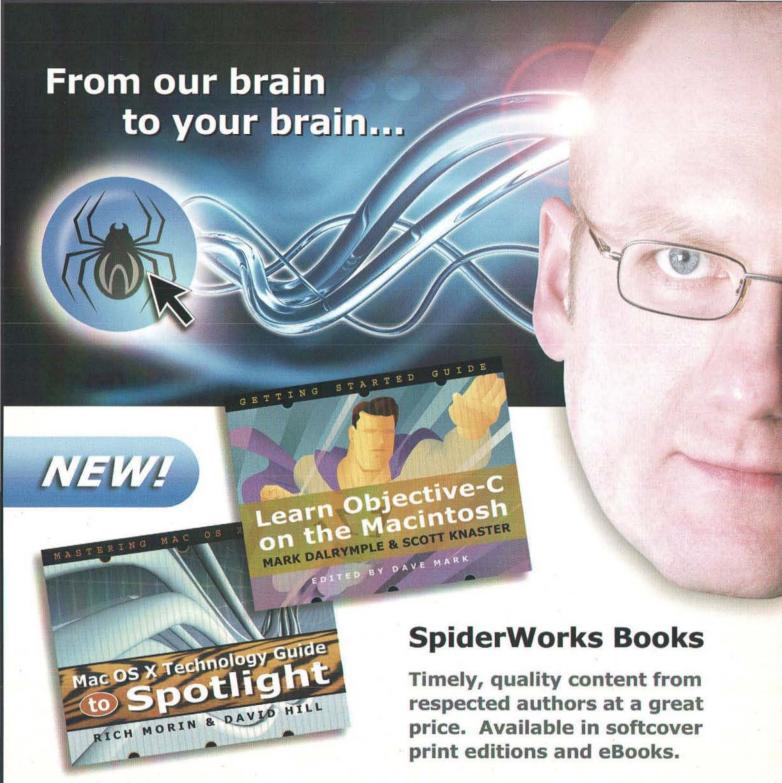
The status property will return the text of the current status of the fetch window, as it appears visually at the bottom of the window itself. Other transfer window attributes, which can often be useful when scripting Fetch, are also accessible via Such attributes include the elapsed properties. transfer time, and the bytes transferred, of a current transfer.

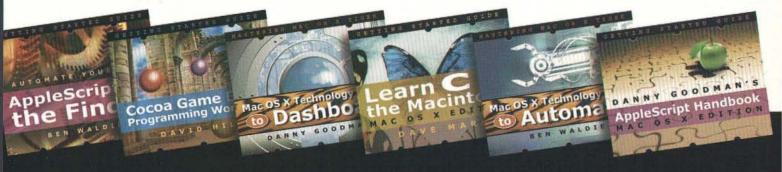
Once you have completed your Fetch scripting, you may want to have your script close down the server connection. This can be done by using the close command to close the transfer window. For example:

```
tell application "Fetch"
 close transfer window 1
end tell
```

Recording and Next Steps

Now that we have discussed various ways to interact with Fetch via AppleScript, I should also mention that Fetch is one of those rare applications





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that supports recording! That is, you can click the *Record* button in a Script Editor window, perform tasks manually in Fetch, and those tasks will be translated into AppleScript code, and written for you automatically in the Script Editor window. See figure 7 for an example of a recorded Fetch script.



Figure 7. Recording Manual Fetch Activity

You may be asking "Why didn't he mention that Fetch was recordable in the first place?" Well, one reason

I didn't mention this is because I wanted to show how easy it is to begin scripting Fetch without recording. Another reason is that there are limitations to recording AppleScript code in any application. A recorded script does not include variables, if/then statements, or repeat loops. Because of this, recorded scripts are typically not as efficient as scripts written from scratch. Recorded



Figure 8. Fetch Example Scripts

scripts also perform tasks exactly as you recorded them, and do not have the ability to analyze situations and take different courses of action. However, recording is still a

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www.PhonePipe.com 1-877-300-3035 Ext 8200 good way to get started, and it can often be helpful in determining the proper syntax for performing that certain task when you just can't figure it out on your own. Furthermore, you always have the ability to go back and edit your recorded scripts, to make them more efficient, or to add logic to them.

If you plan to begin scripting Fetch, another good place to start is to download the example scripts that are available from the Fetch Softworks website at http://fetchsoftworks.com/downloads.html. These example scripts will provide you with unlocked, editable sample code for performing tasks such as connecting to servers, uploading items, and more. See figure 8.

In Closing

Although this month's column focused specifically on using Fetch as a scriptable FTP/SFTP client, please be aware that it is not your only choice. There are other applications and tools that are used by AppleScript developers for transferring files across networks.

Transmit, available from Panic Software at http://www.panic.com, and Cyberduck, available at http://www.cyberduck.ch are two other popular FTP/SFTP clients for Macintosh, and are frequently utilized by scripters. URL Access Scripting, which is built into Mac

OS X, can be used for performing uploads and downloads to remote servers. URL Access Scripting can be found in the *System > Library > ScriptingAdditions* folder in Mac OS X. Many AppleScript developers also choose to utilize the power of UNIX for performing network file transfers. The do shell script AppleScript command in Mac OS X can be used in conjunction with UNIX tools such as curl or ftp to perform such tasks.

Until next time, keep scripting!

MI

About The Author



Ben Waldie is the author of the best selling books "AppleScripting the Finder" and the "Mac OS X Technology Guide to Automator", available from http://www.spiderworks.com. Ben is also president of Automated Workflows, LLC, a company specializing in AppleScript, and workflow automation consulting. For years, Ben has

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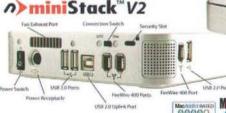
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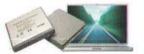
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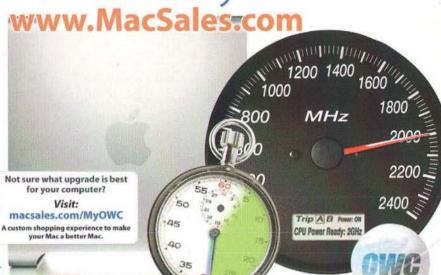
















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